

Grinning Skull Design Studios

1000 Village Traditions

for all fantasy RPGs

Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

A complete randomised system for generating unique fantasy village traditions, rituals and festivals, all contained in our usual format for use with pretty much any fantasy Role playing Game system.



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Grinning Skull Present
Grim's Amazing D100 Tables

100

Village Traditions

For all Fantasy RPGs



100 Village traditions, customs and rites generator
for use with any fantasy RPG game system & setting,
all in a handy D100 chart format for easy reference!

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Foreword



We're back again with another booklet in the 100 series, this time with 100 village traditions. Here you will find 100 village/town traditions most of which are from actual reality at some point in history. In addition, Appendix 1, contains several extra tables to help flesh out such traditions, and should be used as you, the GM sees fit. Such traditions, rites, contests, festivals and such in this publication should be seen as completely inter-changeable terms to suit your needs. For example: Entry 20. is a rain dance ritual, but if preferred, can quite easily be a contest (to see who from the village is the best rain maker) or festival (in which all take part in a grand rain dance to bring fertility to their crops throughout the year) all tables in Appendix 1. are completely optional and the choice is entirely up to you!

Have fun and enjoy!!

Grim

Roll D100

1. Cheese throwing
2. Caber tossing
3. Dwarf throwing
4. Egg and spoon races
5. Donkey races
6. Scarecrow festival
7. Pumpkin carving
8. Pig slaughtering competition
9. Pie eating contest
10. Dance off
11. Cake making contest
12. Pie making contest
13. Arm wrestling tournament
14. Horse training contest
15. Dog show
16. Singing competition
17. Lute/lyre performance competition
18. Drumming contest
19. Drumming ritual
20. Rain dance ritual
21. Worm charming contest
22. Sheep herding contest
23. Prize bull contest
24. Blood rite
25. Lamb sacrifices
26. Cheese making contest
27. Portrait painting competition
28. Beer festival
29. Wine festival
30. Beer brewing competition
31. Wine brewing competition
32. Vegetable growing contest
33. Hill trekking rite for young men



Roll D100

34. Strongest man/woman contest
35. Drinking contest
36. Beheading ceremony
37. Bonfire festival
38. Gurning festival/Competition
39. Bird warbling contest
40. Animal calling contest
41. Cheese Rolling
42. Fishing festival/contest
43. Fancy dress festival
44. King/Queen for a day festival
45. Bear baiting festival
46. Dog Eating festival
47. Cat Eating festival
48. Snake charming festival
49. Porridge festival/competition
50. Cart racing
51. Chariot racing
52. Archery tournament
53. Rabbit catching festival
54. Rat catching festival/comp
56. Sword dancing festival
57. Big game hunt
58. Horse shoeing contest
59. Endurance contest
(water based, swimming, boating etc)
60. Endurance contest
(Physical based, running, walking, etc)
61. Wife carrying contest
62. Mask festival
63. Street parade
64. Flagellation festival
65. Fire eating festival
66. Duck calling festival



Roll D100

- 67. Feeding the poor ritual and ceremony**
- 68. Dragon worship festival**
- 69. Fertility festival/rite**
- 70. Ancestor worship festival**
- 71. Demon worship festival/ ceremony**
- 72. Holy blessing festival**
- 73. Stone circle rite**
- 74. Human sacrifice (burning)**
- 75. Human sacrifice (drowning)**
- 76. Human sacrifice (blood/dagger rite)**
- 77. Human sacrifice (cannibal rite/blood drinking)**
- 78. Human sacrifice (Fed to animals etc)**
- 79. Human sacrifice (Offered to monster/creature etc)**
- 80. Food offering festival/rite**
- 81. Precious metal/gem/item offering festival/rite**
- 82. Bull run festival**
- 83. Bull riding/rodeo**
- 84. Bull fighting**
- 85. Cockroach racing festival**
- 86. Cock fighting festival**
- 87. Gladiatorial arena fights/tourney**
- 88. Treasure hunt**
- 89. Dog fighting contest**
- 90. Spirit quest**
- 91. Bardic storytelling festival/contest**
- 92. Poetry festival**
- 93. Tribute to local ruler and taxation**
- 94. Bread making festival**
- 95. Children's festival (swapping places with elders, gift giving etc)**
- 96. Poison resisting ritual**
- 97. Inter town/village mock war**
- 98. Music festival**
- 99. Historic play enactment**
- 100. Wicker man burning.**

APPENDIX 1: Additional Tables for Tradition Generator

Table A: In honour of; (Roll D10)

1. A deity (See chart B)
2. A local spirit/demon
3. A local ruler
4. An animal (see chart C)
5. An Element
(Roll D4: 1. Fire, 2. Air, 3. Earth, 4. Water.)
6. The Ancestors
7. A ritual item/thing
8. A Creature/Monster type
9. A religion/cult leader
10. An abstract concept (see chart B as deity)

Chart C: Animal/Creature (Roll D20)

- | | |
|-----------------------|-----------------------------|
| 1. Rat | 11. Big cat |
| 2. Bat | 12. Wolf |
| 3. Cat | 13. Bear |
| 4. Dog | 14. Deer |
| 5. Horse | 15. Rabbit/Hare |
| 6. Cow/Bull | 16. Dragon |
| 7. Snake | 17. Humanoid Creature |
| 8. Eagle/Bird of prey | 18. Cave/Wilderness Monster |
| 9. Spider | 19. Giant |
| 10. Pig/Boar | 20. Other worldly entity |



Chart E: Associated symbology (Roll D20)

- | | |
|----------------------------------|---|
| 1. Skull/remains | 11. A sacrificial offering (person/animal/item etc) |
| 2. Animal/creature (see chart C) | 12. A specific fruit/Veg |
| 3. Statue/idol | 13. A street/road |
| 4. Ritual site | 14. Moon/planet/sun/Star |
| 5. Burial ground | 15. Town square |
| 6. A temple | 16. A local body of water |
| 7. A magic item | 17. A creature lair |
| 8. A weapon | 18. A high peak |
| 9. A book | 19. A powerful relic |
| 10. A holy person | 20. A mystic symbol |

Chart B: Deity/Concept /Sphere of influence (Roll D20)

- | | |
|------------------|-------------------|
| 1. Love | 11. Holy Blessing |
| 2. Sex/Lust | 12. Harvest |
| 3. Fertility | 13. The dead |
| 4. Harvest | 14. Armageddon |
| 5. Blood | 15. Protection |
| 6. Life giving | 16. Chaos |
| 7. War | 17. Justice |
| 8. Power/Prowess | 18. Knowledge |
| 9. Fortune | 19. Revenge |
| 10. Magic | 20. Sorrow |

Chart D: Yearly frequency of event (Roll D20)

1. Annual
2. Quarterly
3. Biennial
4. Monthly
5. Each solstice
6. Full Moon
7. New Moon
8. Weekly
9. Harvest
10. Eclipses
11. Planetary conjunctions
12. Comet passing
13. When a chosen one is discovered/ born etc
14. A drought/ Failed harvest
15. A bad omen
16. A royal decree/Lord etc
17. A sign from the gods
18. The first day of the season
19. A blood moon
20. A direct holy/spiritual/
Supernatural event/intervention

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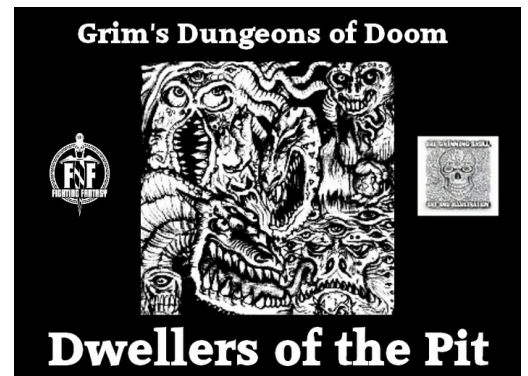
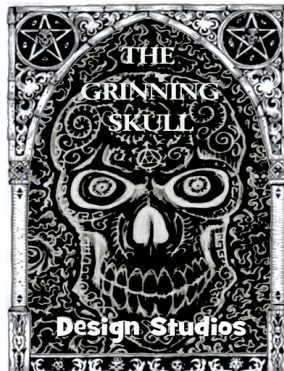
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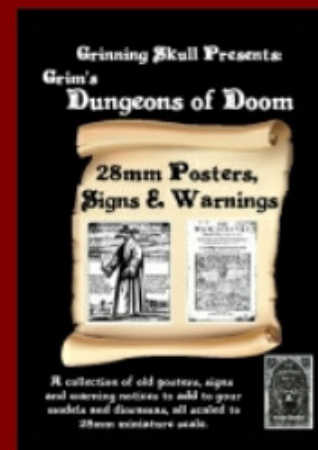
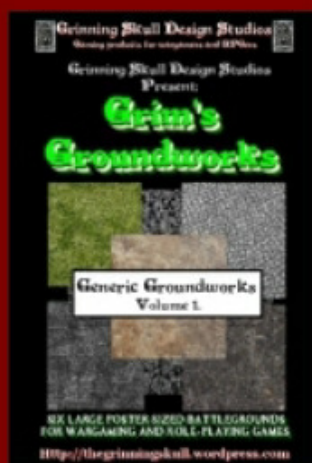
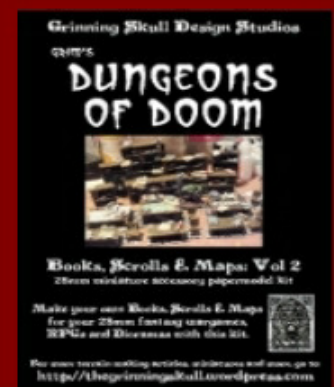
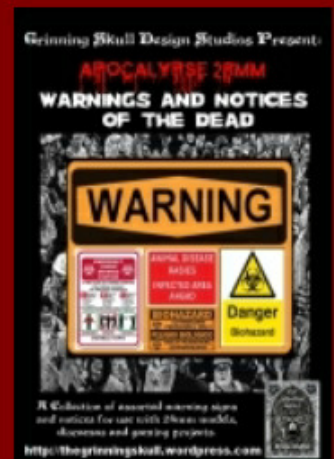
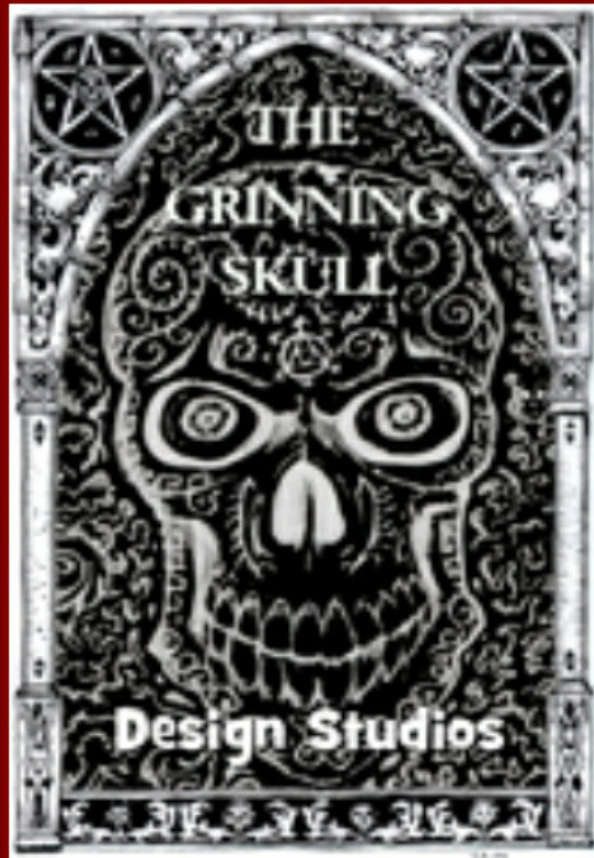
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