

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

Strange & Unique
Potion & Spell Components
for all fantasy RPGs

Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 hard to obtain potion
and spell components to
quest your players to task,
for most fantasy RPG games,
in D100 random table format



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Grinning Skull Present
Grim's Amazing D100 Tables

100

Strange & Unique
Potion & Spell Components
For all Fantasy RPGs



100 hard to obtain and rare potion and spell components,
for use with most fantasy role playing games.

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Foreword

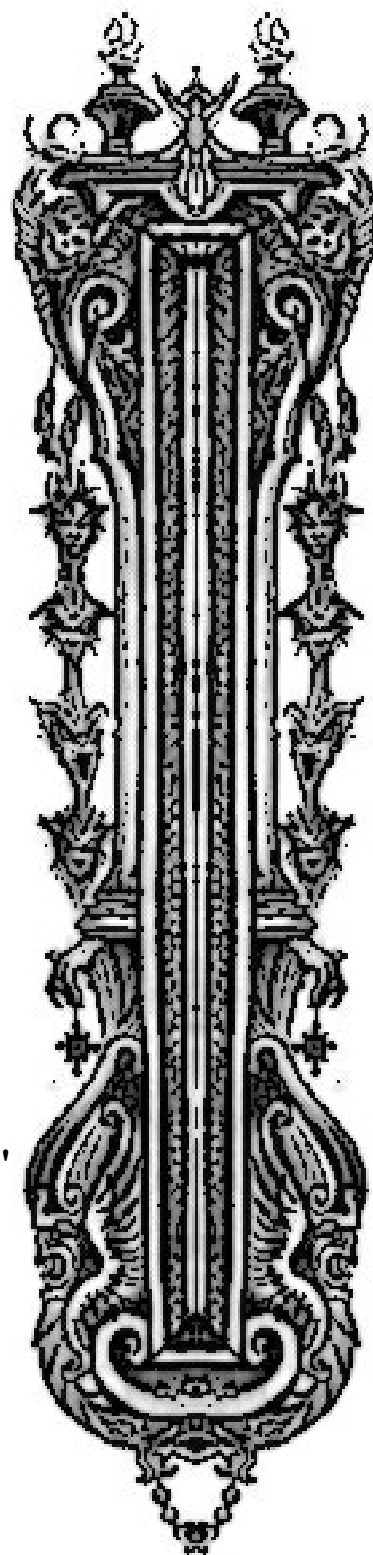


Welcome to another edition of "Grim's Amazing D100 Tables", this time we are dealing with the weird and wonderful realm of potion and spell components. This book is designed to create those rare items that are virtually unobtainable to the point of requiring a quest just to get them, of course not every one is so rare that your PCs will need to risk their lives for them, but could easily create the whole central focus of an entire campaign just getting hold of them. Clever GM's will have hours of fun with this, taunting and sending their players on wild goose chases to hunt down such things or even using the booklet to create totally weird new compounds that will test players abilities for that elusive magical ritual or elixir, that may even save the world....

Grim

Roll D100

1. A blue Roc feather.
2. Three pieces of red ribbon.
3. The hair of a dead dog.
4. The whiskers of a she cat.
5. The ash of a smoked pipe.
6. The fang of a giant carnivore.
7. Blood from a chaste girl.
8. Tears from a clown.
9. Embers from a house fire.
10. A twig from an ancient tree.
11. A hand written note from royalty.
12. A brush from a blonde woman.
13. Spit from a fire toad.
14. Gold stolen from a wizard.
15. The tongue of an undead creature.
16. The bottled promise of a demon.
17. A splinter from a sailing ship.
18. Earth from a relatives grave.
19. An apple seed from a rotten fruit.
20. The signature of a hag.
21. A hair from a foreign child.
22. Mucus from the mouth of an idiot.
23. A goats beard.
24. A bell made from clay.
25. A parchment bearing the word "Saglizar"
26. water from a stagnant pool.
27. A mermaids purse.
28. A snake's shed skin.
29. A Squids beak.
30. A golden peach.
31. Stone from a rock Golem.
32. A finger bone of an orc.
33. An Eagle's Gizzard..

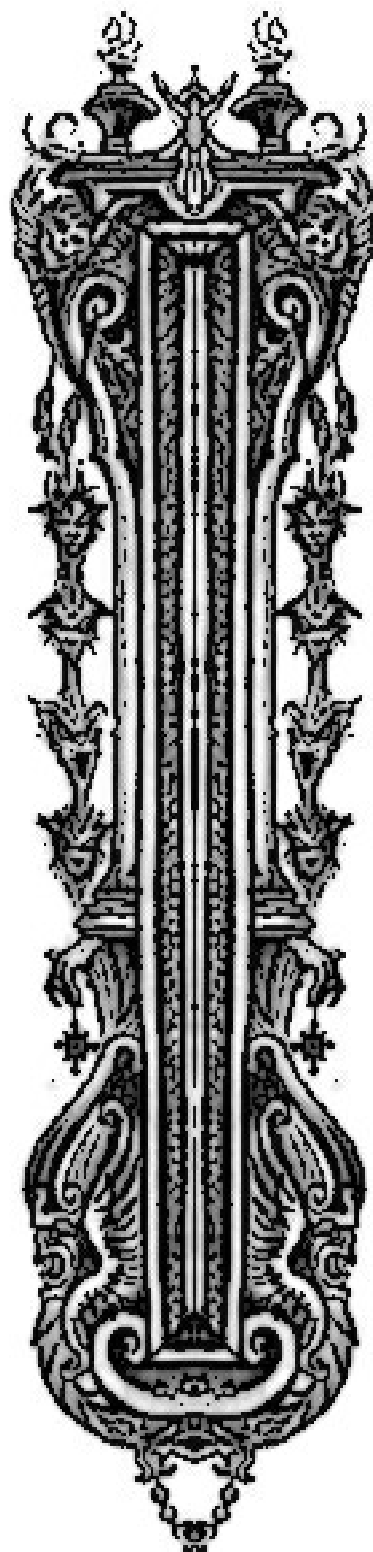


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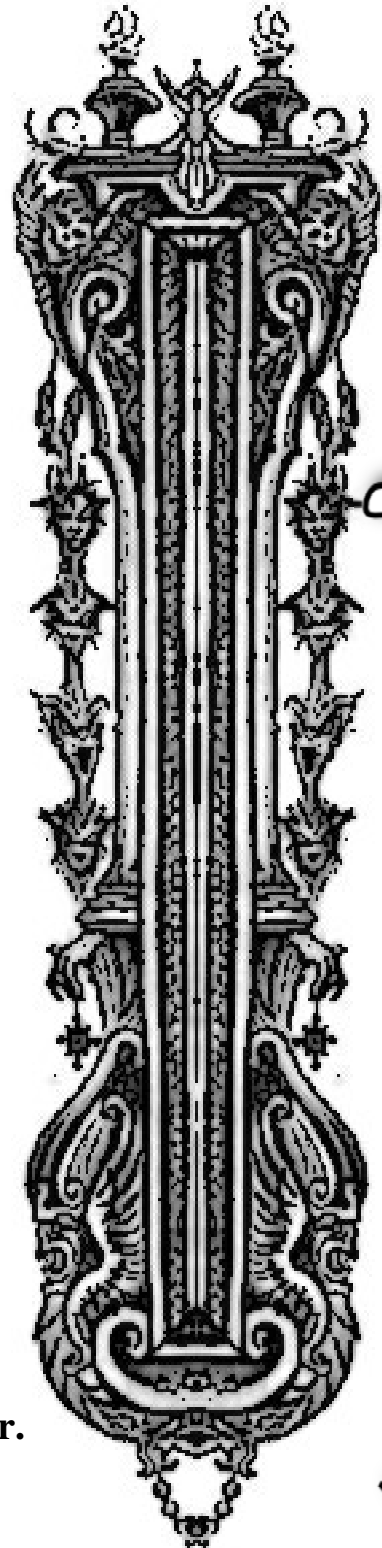
Roll D100

34. The dye of an octopus.
35. A brick from a castle.
36. A peacock feather.
37. Two chicken lips.
38. A best friend's whole fingernail.
39. The milk of a hyena.
40. The eye from a newborn calf.
41. A frog's flipper.
42. A poisonous fungi.
43. The water from a maiden's bathing.
44. Pumice from a live volcano.
45. A jet black stone.
46. A weed that flowers at night.
47. The flower of a killer plant
48. The egg of a lizard.
49. The ear wax of a woodsman.
50. A quill used by an elf.
51. A wizards nose hair.
52. A vial of big cat urine.
53. A stone from the bottom of the sea.
54. The sleep from the eye of a holy man.
55. A liars sweat.
56. A coffin nail from a traitor.
57. A page from a warriors diary.
58. A trinket stolen from a thief.
59. A purple silk handkerchief
60. The skin from a bloated corpse.
61. The ear of an executed criminal.
62. A bottled echo.
63. The phlegm of a leper.
64. Food that was eaten by a faerie.
65. Stones that were touched by a dwarf.
66. Parchment paper made from human skin.



Roll D100

67. Wax of a grey earwax candle.
68. The highest leaf from the tallest oak tree.
69. A known murderer's knife.
70. An Ice Dragon's Dung.
71. A silver duck feather.
72. A tiny book from a fae.
73. A rope made from human hair.
74. Silk cloth woven by a virgin.
75. The wool of a cursed hell ram.
76. A metal crab claw.
77. A copper coin inscribed with a cat's head.
78. A newly shaved dwarven beard.
79. An ivory set of dice.
80. A tiny human skull made from sky metal.
81. A chain of a pet monkey.
82. A fork taken from a feast.
83. The tooth of a fell creature of lore.
84. The gall stone of a fat woman.
85. The bile of a half-troll.
86. The heart of a half-breed demon.
87. A pirate's stolen eye patch.
88. A toenail of a cyclopean beast.
89. A shard of a black obsidian sword.
90. A tattoo cut from the skin of a brigand.
91. A piece of metal touched by an immortal.
92. Glass from a lightening strike on sand.
93. Dust from the tomb of a king.
94. A goblin chieftain's navel.
95. A severed hydra's head.
96. A witch's undergarments.
97. A festering boil from a plague carrying beggar.
98. The noose from a hanged criminal.
99. Dust from a slain vampire.
100. The flame gland from a fire breathing Elder Dragon.



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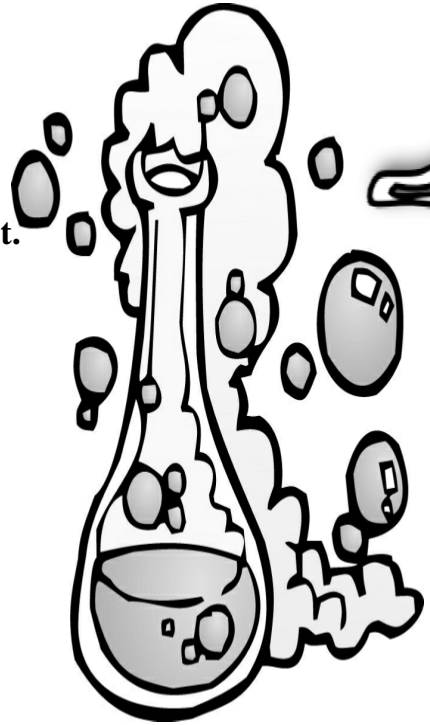
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Options for added difficulty

Feel free to add extra conditions on the spell items with these quick charts if you think the items are too easily obtainable!

Special item care conditions? (Roll D10)

1. Must not be touched.
2. Item can only be touched by: (Roll D6)
 1. A girl Child. 2. A boy child. 3. A virgin.
 4. A person of faith. 5. A woman. 6. A man.
3. Must be acquired in person, not given, bought, or lent.
 4. Must be wrapped and protected in a: (Roll D6)
 1. A black cloth. 2. Sheep's wool. 3. Leather or hide.
 4. A woven bag. 5. Finest parchment. 6. Human skin.
 5. Must be kept in complete darkness.
 6. Must be prayed over once per day.
 7. Must be blessed by a holy person.
 8. Must be kept a secret and hidden.
 9. Must be given a secret name.
10. Must be anointed regularly with (Roll D6)
 1. Fresh Blood. 2 Sea water. 3. Dung.
 4. Fresh tears. 5. Salt. 6. Ash.



Special timing when item should be harvested/obtained? (Roll D10)

1. Anytime
2. In the morning.
3. In the daytime.
4. In the evening.
5. At night.
6. At midnight.
7. On a holy day.
8. Within a week of need.
9. Within (D10) days.
10. Within (D10) hours.

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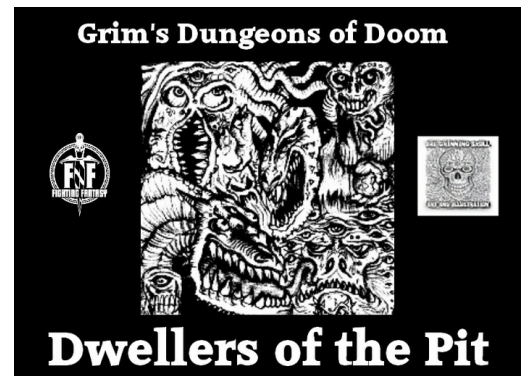
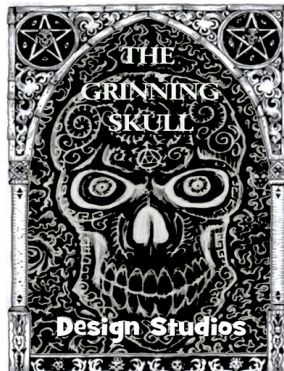
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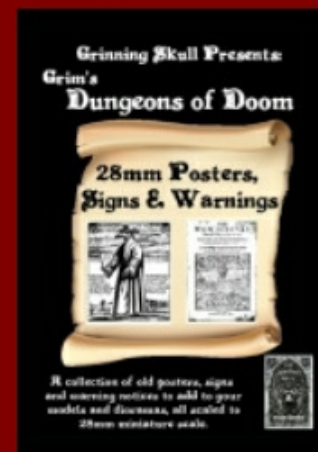
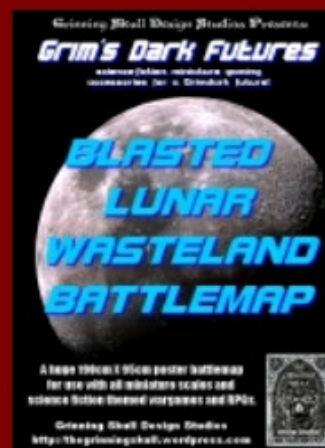
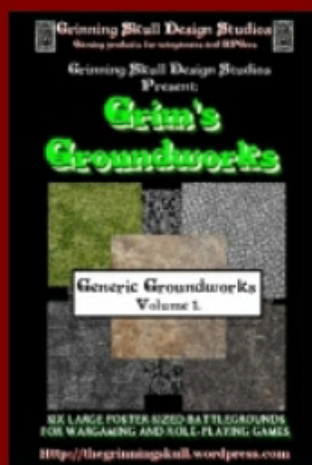
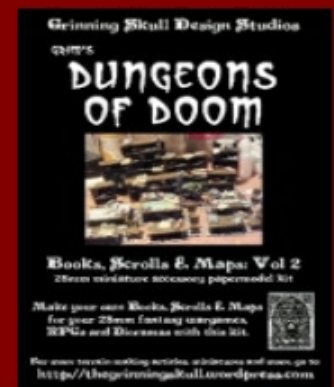
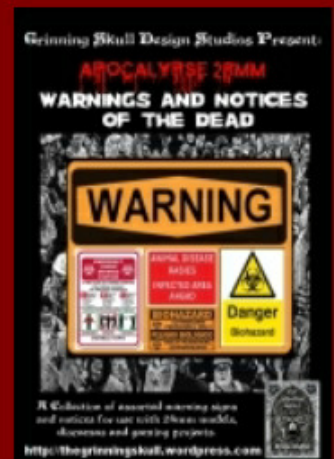
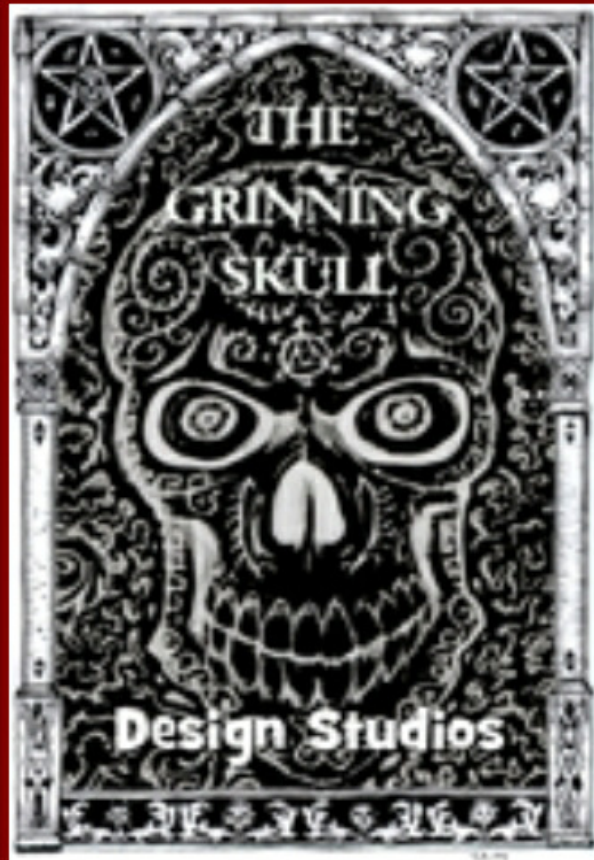
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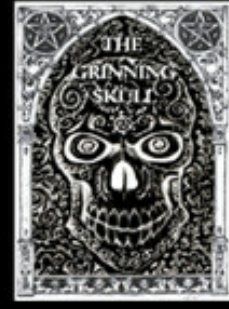
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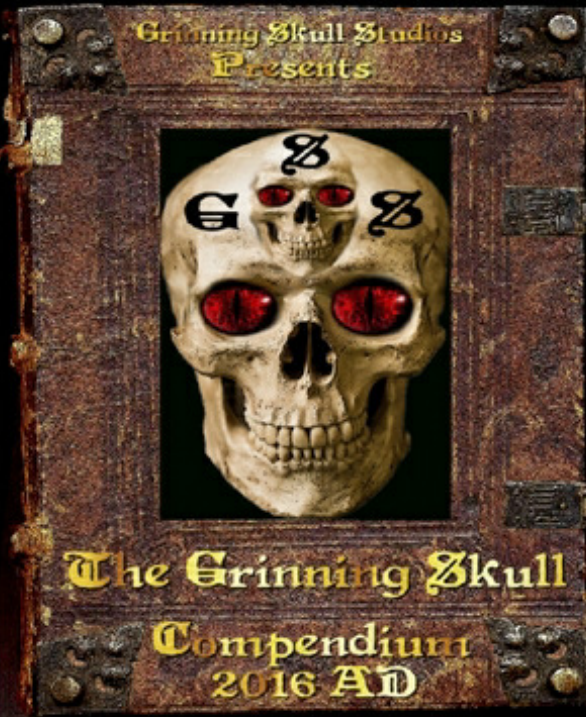
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