

Vial of

1	A 1- Dream; 2- Nightmare
2-4	Venom; 1- Snake; 2- Spider; 3- Other**
5	Potion of Fire Breathing
6-7	Insects; 1- Maggots; 2- Flies; 3- Grubs; 4- Locusts; 5- Ticks; 6- Beetles; 7- Butterflies; 8) Spiders
8	Potion of Barbed Skin
9-10	Skin flakes of a leper
11-16	Body Excrement; 1- Spit; 2- Sweat; 3- Blood; 4- Urine; 5- Feces; 6- Semen
17-19	Healing Potion
20	Potion of Water Breathing
21	Potion of Tongues
22-23	Smoke
24	Potion of Resting Sustenance
25-26	Potion of Sleep
27-32	Mold
33-50	Water
51-53	1- Pollen; 2- Honey
54	Potion of Babbling Idiocy
55-75	Liquor
76-78	Germs
79	Potion of Raising of Attribute (temporarily)- 1) Strength; 2- Constitution; 3- Dexterity; 4- Intelligence; 5- Wisdom; 6- Charisma
80	Potion of Lowering of Attribute (temporarily)- 1) Strength; 2- Constitution; 3- Dexterity; 4- Intelligence; 5- Wisdom; 6- Charisma
81	Potion of 1- Shrinking 2- Enlarge
82-86	Acid
87-90	Oil
91-95	Glue
96	Scabs
97	Potion of Dark Vision
98	Sunlight
99	Baby Laughter
00	Liquefied Fat

** This is a good opportunity to keep your players on their toes. For Other, if it fits your setting, you could say it's Beaver venom. This departure from the norm will make them question what else is more than "mundane."