

# ALCHEMY INGREDIENTS

Whether roaming an alchemy shop, or even simply exploring an abandoned laboratory, jars and bottles will be plentiful. Sometimes you can get away with simply stating, “there are many jars and vials...filled with different things”, or you can give these ingredients a unique feel to the room. Maybe all of the jars are broken, but there is a vial of Griffon Eyes on the shelf. The following tables will allow you to randomly generate some alchemy ingredients to decorate those shelves of oddities. Simply start by rolling a d00 against the Ingredient Type table.

Ingredient Type

d00	Type	d00	Type	d00	Type	d00	Type
1	Ant	26	Dwarf	51	Lizard	76	Snake
2	Animal	27	Elf	52	Lizard Man	77	Sphinx
3	Bat	28	Ettin	53	Manticore	78	Giant Spider
4	Bear	29	Frog	54	Medusa	79	Spider
5	Beetle	30	Gargoyle	55	Human	80	Sylvan
6	Gazer	31	Ghoul	56	Minotaur	81	Sprite
7	Boar	32	Giant	57	Mouse	82	Succubus
8	Brownie	33	Gnoll	58	Naga	83	Sylvan
9	Bugbear	34	Gnome	59	Nightmare	84	Titan
10	Basilisk	35	Goblin	60	Nixie	85	Toad
11	Bull	36	Gorilla	61	Ogre	86	Troglodyte
12	Froglok	37	Gremlin	62	Orc	87	Troll
13	Cat	38	Griffon	63	Pixie	88	Unicorn
14	Centaur	39	Hag	64	Pegasus	89	Vampire
15	Chimera	40	Halfling	65	Phoenix	90	Weasel
16	Cow	41	Halfling	66	Giant Lizard	91	Werebear
17	Crocodile	42	Harpy	67	Rat	92	Wererat
18	Cyclops	43	Hippogriff	68	Giant Snake	93	Werewolf
19	Dark Elf	44	Hobgoblin	69	Ro	94	Werecat
20	Demon	45	Horse	70	Roper	95	Wolf
21	Devil	46	Hydra	71	Rot Monster	96	Worm
22	Doppelganger	47	Imp	72	Satyr	97	Wyrms
23	Dragon	48	Kobold	73	Scorpion	98	Wyvern
24	Drake	49	Kraken	74	Serpent	99	Yeti
25	Dryad	50	Leprechaun	75	Shark	100	Zombie



Once the type is determined, it is time to find the actual substance. Roll 1d20 against the Substance table to determine what this substance is (for example, you can get Demon Blood or Vampire Eyes).

Substance						Container	
d20	Substance	d20	Substance	d20	Substance	d6	Container
1	Bile	8	Herbs	15	Serum	1-3	Bottle
2	Blood	9	Juice	16	Spice	4	Flask
3	Bone Dust	10	Oil	17	Spit	5	Jar
4	Essence	11	Powder	18	Tears	6	Vial
5	Extract	12	Salt	19	Teeth		
6	Eyes	13	Sauce	20	Urine		
7	Hair/Skin	14	Scent				

Now that you have your substance, it is only a simple matter of determining the container. Roll 1d6 against the Container table to determine this.

With this, you should be able to make some creative ingredients that will give an alchemist, or even a witch, something special for their shelves. You can even expand this further and use the results for actual potion ingredients. Maybe you can even generate spell components from this as well. Below is a list of special ingredients. You may choose to roll a d00 against this table, instead of the above tables. When rolling on the Special Ingredients table, make sure to also do a roll against the Container table.

### Special Ingredients

d00	Ingredient	d00	Ingredient	d00	Ingredient	d00	Ingredient
1-2	Ants	27-28	Elemental Dust	53-54	Love Honey	79-80	Sprite Wings
3-4	Bat Whiskers	29-30	Eye of Newt	55-56	Mosquitoes	81-82	Tree Leaves
5-6	Bees	31-32	Fairy Dust	57-58	Mummy Spice	83-84	Tree Root
7-8	Black Cat Hair	33-34	Fairy Wings	59-60	Mystic Dust	85-86	Tree Sap
9-10	Black Salt	35-36	Fire Giant Ash	61-62	Ochre Jelly	87-88	Vampire Garlic
11-12	Bloodworms	37-38	Gelatinous Goo	63-64	Phoenix Ash	89-90	Viper Essence
13-14	Cat Whiskers	39-40	Genie Smoke	65-66	Pixie Dust	91-92	Wasps
15-16	Centipedes	41-42	Ghoul Skin Flakes	67-68	Pixie Wings	93-94	Wisp Dust
17-18	Coffin Nails	43-44	Graveyard Dirt	69-70	Ritual Powder	95-96	Witch Hazel
19-20	Crystal Moonbeams	45-46	Green Slime	71-72	Sea Serpent Salt	97-98	Worms
21-22	Cyclops Eyelashes	47-48	Hell Hound Ash	73-74	Serpent Scales	99-00	Zombie Flesh
23-24	Dragon Scales	49-50	Leeches	75-76	Snake Scales		
25-26	Efreet Dust	51-52	Lich Dust	77-78	Sorcerer Sand		

