

Potions in Progress

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Broth of Restoration	This hearty broth is a mixture of scarce herbs and regenerative body parts; mixed with heated water; then served to the patient.	Ability: 8d6 Healing, Gradual Effect (1 Hour) (-1), 4 Charges (-1), Charges do not recover (-2), Gestures (Served as a Broth) (-1/4), OAF Paste, Heated Water (-1-1/2), Independent (-2), Unexpected results when mixed with other potions (+0).	40
Cider of Serenity	This fruity concoction is perhaps the ultimate pain killer, eliminating all but the most extreme sensations, yet allowing the character to function almost normally. However, the character will have extreme difficulty trying to feel his surroundings. Taking multiple doses of this potion simultaneously will rarely produce additional benefit.	Ability: 75% Resistant Damage Reduction, +5 DEF armor, Only versus STUN damage (-1), Limitation: -10 to tactile PER rolls (-1/4), Limitation: additional doses have an 8- activation roll (-1/4), 3 Continuing Charges (1 Hour) (+0), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	75
Cloud of Manifestation	This fine, silvery dust adheres to any solid objects in the hex. The dust clings to most invisible beings, but passes through visual images, destroying the magical illusion.	Ability: 10d6 Dispel, Magical Images and Invisibility to Sight (+1/2), Area Effect (Hex) (+1/2), No Range (-1/2), 7-8 Charges (-1/2), Charges do not recover (-2), Gestures (Must toss into hex) (-1/4), OAF (-1), Independent (-2), Unexpected results when mixed with other potions (+0).	60
Coffee of Calming	When served as a heated broth, this beverage will calm the individual and make him less susceptible to presence attacks. The coffee appears as a dark brown crystalline powder that must be mixed with water then heated to near boiling.	Ability: 6d6 Aid to EGO, lose 5 per hour (+3/4), Only for resisting PRE Attacks (-1), 7-8 Charges (-1/2), Charges do not recover (-2), Gestures (Serve in a heated broth) (-1/4), OAF (-1), Independent (-2), Extra Time - Five Minutes (-2), Unexpected results when mixed with other potions (+0).	52
Cork Rinse	This liquid is not intended for consumption. Rather it is poured over the bare feet, allowing the character to walk across a water surface as effortlessly as on land. The rinse is stored in a clay jug, sealed with a cork stopper.	Ability: 8" Flight, Activation Roll 11- (-1), Only to walk across water (-1), Limited to running rate (-1/4), Four Continuing Charges (1 Hour) (+1/4), Charges do not recover (-2), Gestures (Must wash feet) (-1/4), OAF, Bulky (-1-1/2), Independent (-2), Unexpected results when mixed with other potions (+0).	20
Cream de Mentalism	This sweet, milky beverage has the slight odor of orange. It is stored in a small, cylindrical bottle with a tight-fitting bronze cap that pivots on a hinge. When a small sip is taken, the character gains the ability to perform a powerful mental attack against the target of his choice.	Ability: 5d6 Ego Attack, 8 Charges (-1/2), Charges do not recover (-2), Gestures (Must sip) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	50

Crystals of Clarity	This potent mixture allows the character to see clearly through even the cleverest illusions. The crystals, usually stored in a sealed bone tube, must be mixed and boiled in salt water, and the vapors inhaled by the character for a full turn. If the potion is improperly administered, the senses of the character can be dulled for an entire day.	Ability: +10 PER, All Senses, Activation Roll 14- (-1/2), Only to "see through" images (-1), Three Continuing Charges (1 Day) (+1/2), Charges do not recover (-2), Limitation: must be boiled in salty water (-1/4), Gestures (Must inhale vapors) (-1/4), OAF (-1), Independent (-2), Side Effects (-10 PER, All Senses, Single Continuing Charge lasting 1 day) (-1/2), Extra Time (1 Turn) (-1), Unexpected results when mixed with other potions (+0).	45
Dancing Flame	When this rusty powder is added to a flame, a specific opponent must be named in order to activate the magical ability. For an hour thereafter while the flame burns, all attacks made against the named opponent receive a combat bonus when inside the effective radius.	Ability: +3 Combat Skill Levels (All Combat), Area Effect (8" Radius) (+1+1/2), Single Continuing Charge (1 Hour) (-1/2), Charge does not recover (-2), Gestures (Must burn in flame) (-1/4), Incantations (Name specific opponent) (-1/4), OAF (-1), Independent (-2), Limitation: Only when fighting the named opponent (-1), Limitation: extinguishing flame cancels the power (-1/2), Unexpected results when mixed with other potions (+0).	60
David's Bane	When a character swallows a dose of this potion, he becomes magically protected from most ranged attacks, including hurled objects, arrows, projectiles, gunpowder weapons and many offensive spells. The few missile attacks that do get through the character's defense, however, are especially well placed shots and they cause higher than normal damage.	Ability: +5 PER, 360 Degree Sensing, Only to sense incoming missiles (-2). Ability: +5 Missile Deflection, All Ranged Attacks, Limitation: x2 damage from missile attacks (-1/2), Linked to 360 Sensing (-1/2). Combined: Three Continuing Charges (5 Minutes) (-1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	70
Desert Dust	When this powder is mixed into a body of water, the liquid dries up and clumps together, forming a small, glassy rock. Smashing the stone releases the water once more. This powder can be quite effective against water-based powers, including Water Elementals.	Ability: 2d6 Major Transformation (water into a small rock), Cumulative (+1/2), Smashing rock releases the water (+0), 7-8 Charges (-1/2), Charges do not recover (-2), Gestures (Mix with water) (-1/4), OAF (-1), Independent (-2), Fails in freezing temperatures (-1/4), Unexpected results when mixed with other potions (+0).	45
Discordant Swill			

When doses of these potions are incorrectly prepared, they will have an effect contradictory to their intended use. Rather than protecting the character from a type of Elemental magic, the potion increases the vulnerability of the character to the opposite type of element. Thus, a bad batch of Fire Elemental Swill will make the character vulnerable to Water Elemental magic, and so on. | Ability: 10d6 Dispel, Elemental Magic (+2), Activation Roll 12- (-3/4), Two Continuing Charges (1 Hour each) (-1/4), Charges do not recover (-2), Only versus single element (-1/2), No Range (-1/2), Always On (-1/2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Side Effects (Vulnerable to opposite element: x2 BODY and x2 STUN for the duration of potion) (-1/2), Unexpected results when mixed with other potions (+0). | 90 | 9

Dizzy Fiz	At first impression, this dark fizzy liquid appears to be a potion of alertness. After quaffing the beverage, however, the character finds himself struck with vertigo that makes it difficult to move and almost impossible to function. Fortunately after an hour the dizziness fades.	Ability: 1d6 Suppress Running, 4d6 Suppress DEX, No Range (-1/2), Single Continuing Charge (1 Hour) (-1/2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF (-1), Independent (-2).	25
Draught of Echoes	This potion allows the character to hear sounds and voices in distant and inaccessible locations.	Ability: Clairsentience (Sound Group), x4 Range, Activation Roll 12- (-1), 3 Continuing Charges (5 Minutes each) (-1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	40
Earth Solvent	This magical solvent, which must be stored in an organic container such as wood or leather, will dissolve almost any inorganic substance within a matter of minutes. This is especially useful for removing locks, chains, and other barriers. It is also effective, albeit slowly, when the entire potion is hurled against Golems or Earth Elementals.	Ability: 2d6 RKA (Dissolve), NND (Non-solid or Organic Materials) (+1), No Range (-1/2), 4 Charges (-1), Charge does not recover (-2), Gestures (Must apply) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Gradual Effect (5 Minutes) (-3/4), Removed by water rinse (-1/2), Unexpected results when mixed with other potions (+0).	60
Ecstasy Elixir	This potent elixir is a black, opaque liquid stored in a small, pear-shaped, stoppered bottle. Ecstasy has but one purpose: to place the subject in a state of utter, mindless bliss. The drinker will become completely incapable of reason or motivation and will collapse with pleasure. Needless to say this potion can be deadly when employed at an inappropriate moment. Many cultures frown upon the manufacture or use of this potion, but some narcissistic gods will foster and encourage its use.		

Ability: 4d6 INT Drain, Linked (-1/2) Combined: Trigger (Drink Elixir) (+1/4), No Range (-1/2), Single Charge (-2), Charge does not recover (-2), OAF Potion, Fragile (-1-1/4), Independent (-2), Gradual Effect (1 Turn) (-1/4), Unexpected results when mixed with other potions (+0). | 120 | 17

Essence of Youth	Eagerly sought by aging wizards and members of the nobility, this potion takes years off the age of the imbiber. Usually a single draught of this magical elixir is sufficient to remove a 5 point age disadvantage. However, these potions can sometimes become contaminated, having the opposite of the intended effect.	Ability: 6d6 Minor Transform to reduce age, Cumulative (+1/2), Activation Roll 14- (-1/2), 3 Charges (-1-1/4), Charges do not recover (-2), Side Effect (Same power, but imbiber ages instead) (-1), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	90
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Ethereal Rub	After this oily cream is applied to a characters exposed skin, clothing, and other possessions, he enters an ethereal state that allows him to pass through solid objects. He can drift along at a lazy 5" movement rate (10" non-combat) merely by thinking about a direction.	Ability: Desolidification (Affected by Magic), 5" Flight, Life Support (Breathing Self-contained), Linked, Single Continuing Charges (1 Hour) (-1), Charge does not recover (-2), Gestures (Must cover exposed surfaces) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Gradual Effect (5 Minutes) (-2), Neutralized by Acid bath (-1/4), Unexpected results when mixed with other potions (+0).	60
Evening Dew	After quaffing this clear liquid, the character exhales a sparkling cone which induce a heavy drowsiness on all caught within. Only beings with an especially tough constitution will be able to withstand the powerful narcotic effects of this magic.	Ability: 10d6 Mind Control, Doesn't require verbal communication (+1/4), Area Effect (16" Cone) (+1), Personal Immunity (+1/4), No Range (-1/2), Reduced by Range (-1/4), Only to induce sleep (-1/2), Mental Powers based on CON (-1/2), 3 Charges (-1-1/4), Charges do not recover (-2), Gestures (Must drink, then exhale) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	125
Exploding Powder	These two powders, normally inert, become explosive when mixed together in roughly equal portions. A single portion of the mixture is equivalent to a large firecracker. Larger quantities will create greater explosions, and the full mixture will form a 12d6 EB explosion.	Ability: 1d6 PD, Explosion, 12 Charges (-1/4), Charges do not recover (-2), Gestures (Mix powders then ignite) (-1/4), OAF, Two Powders (-1), Independent (-2), Not when wet (-1/4), Unexpected results when mixed with other potions (+0).	10
Eyesoar Douse	When this clear liquid is dropped into the eyes of the character, it allows him to see as if he were standing some distance from his current location. The liquid is usually stored in a flask with a glass tube in the stopper that can be used to drop the potion into the eyes.	Ability: Clairsentience (Primary Vision Sense), x8 Range, 4 Continuing Charges (5 Minutes each) (+0), Charges do not recover (-2), Gestures (Must pour over eyes) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	35
Fiery Sauce	This red, spicy juice is much more than it first appears, as it allows the character to spew forth a cone of flames. The fire can be held inside for up to an hour, being released when the character expels his breath in a short burst. However, holding in the flames for too long can prove fatal, as the fire can explode inside the character after an hour.	Ability: 4d6 EB (Fire), Area Effect (6" Cone) (+1), Trigger (Spew Flame) (+1/4), No Range (-1/2), Four Charges (-1), Charges do not recover (-2), Only lasts one hour (-1/4), Side Effects (Flames explode inside caster if mixed with water or not released within 1 hour: 9d6 EB (fire), NND (internal fire protection) +1, 8- Activation roll -2) (-1/2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	45
Firewater	This oily substance is usually stored in a delicate flask, carefully sealed in heavy wax, and marked with a warning symbol. Upon opening or breaking the container, the contents burst into an unusually intense flame, causing heat damage to anybody nearby.	Ability: 9d6 EB (Fire), Explosion (-2d6/1") (+1/2), No Range (-1/2), Single Charge (-2), Charge does not recover (-2), Gestures (Open bottle) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	67

Floating Tongue	This potion allows the character to skillfully project his voice to a nearby location. See the Ventriloquism skill for details.	Ability: Ventriloquism 20-, Four Continuing Charges (1 Hour) (+1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	26
Foaming Bubbles	Shortly after consuming this slightly oily beverage, the character will begin to foam at the mouth and begin coughing bubbles uncontrollably. His lungs and belly will become uncomfortably distended, and he will float weightlessly in midair. Even the slightest winds will push him in the direction of the air current at a maximum rate of 5".	Ability: 5" Flight, 4 Continuing Charges (1 Hour) (+1/4), No control over flight (-1/2), Propelled by winds (-1/2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	15
Frog Sauce	This opaque green beverage has a peculiar, unidentifiable flavor. When consumed, the thighs of the character feel unusually strong, and he is able to leap much further than normal. However, it can become very tiring if the character repeatedly leaps while the potion is in effect.	Ability: 10" Superleap, 3 Continuing Charges (5 Minutes) (-1/4), Charges do not recover (-2), Gesture (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	10
Giant's Mead	Favored by warriors as a battle aid, this potent mixture endows the character with the strength of a giant. The only drawback is that a sizeable amount of the beverage must be consumed before the full effects are felt.		

Hill Giant: +20 STR; Mountain Giant: +30 STR; Fire Giant: +40 STR; Storm Giant: +50 STR; | 25 / 37 / 50 / 62 | 3 / 5 / 7 / 9

Glory Potion	This potent draught empowers the character with the skills of a heroic warrior. The liquid must be stored in a bronze bottle, or the potion will soon lose its potency.	Ability: Familiarity w/ Common Melee and Missile Weapons, KS: Fighting Styles 11-, +8 Combat Skill Levels (All Combat), Activation Roll 14- (-1/2), 4 Continuing Charges (5 Minutes each) (+0), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF (-1), Independent (-2), Must be stored in bronze or lose 1 charge per day (-1/4), Unexpected results when mixed with other potions (+0).	70
Glow Worm Oil	This common-looking oil has the unusual property that it gives the character a permanent bioluminescent glow. Unfortunately, this property is not readily apparent until some time after the petroleum has been applied to the flesh. This can be a serious disadvantage when the character is trying not to be noticed.	Ability: 2" Radius Change Environment (bioluminescent glow), Invisible Power Effects (All) (+1), Difficult to Dispel (x8) (+3/4), No Range (-1/2), Always On (-1/2), Single Charge (-1), Charge does not recover (-2), Gestures (Must apply) (-1/4), OAF (-1), Independent (-2), Gradual Effect (1 Hour) (-1), Unexpected results when mixed with other potions (+0).	27

Gold Nectar	This delicious potion, made from the honey of the rare Golden Bee, allow the character to detect any precious metals or gems nearby, even through solid walls or most other obstructions. Usually only large deposits will be noticed by the character, unless they are fairly close.	Ability: Sense Precious Metal and Gems, N-Ray Vision, Blocked by Lead and Magical Wards, 360 Degrees, Activation Roll 12- (-3/4), 6 Charges (-3/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	35
Hearthade	This rich magical beverage provides the full equivalent of a weeks food and water, allowing the character to go without eating or drinking for that period. In fact, he will have extreme difficulty attempting to consume anything during that period, including beneficial potions.	Ability: Life Support (No need to eat or drink), Difficult to Dispel (+1/4), Four Continuing Charges (1 Week) (+1), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Limitation: consumption of food or drink while active requires an EGO roll to prevent forceful expulsion (-1/2), Unexpected results when mixed with other potions (+0).	11
Insect Repellent	This acrid-smelling liquid is much sought by swamp-dwelling humanoids as a means of driving off the cloud of insects that swarm about any moving form. Bugs that attempt to approach the character receive a stiff electric shock that is usually sufficient to slay the critter. This potion can also be useful as a ward against the larger insect forms.	Ability: 2d6 EB (Electric), Damage Shield (+1/2), Penetrating (+1/2), Activation Roll 14- (-1/2), Only versus Insects (-1), 6 Continuing Charges (1 Day) (+1), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Delayed Effect (5 Minutes) (-3/4), Unexpected results when mixed with other potions (+0).	30
Iron Gut	This pale grey liquid has a faint metallic tang that remains on the tongue long after the potion is consumed. The flesh of the character takes on the same metallic hue, becoming more resistant to physical damage. However, he is also susceptible to electric-based attacks. Some characters will have a negative reaction to the potion, suffering from severe nausea.	Ability: 50% Resistant PD Reduction, Activation Roll 15- (-1/4), Three Continuing Charges (1 Minute) (-1/2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), 2x Damage from electrical attacks (-1/4), Side Effects (Nausea: 2d6 STR Drain, return 1 point per minute) (-1/2), Unexpected results when mixed with other potions (+0).	30
Juice of Readiness	Consisting of rare herbal stimulants mixed with the tears of the unsleeping guardian of Mahkul, this bitter concoction renders the imbiber nearly immune to the effects of surprise.	Ability: +5 DCV, Only to offset penalties from Surprise Attack (-1), 3 Continuing Charges (1 Hour each) (+0), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	45

Larval Paste	This unpleasant looking paste allows the character to stretch and distort his body to a maximum of ten meters in any direction. The mixture does not always agree with the digestive system, resulting in a lengthy period of nausea.	Ability: 5" Stretching, Activation Roll 12- (-3/4), Four Continuing Charges (1 Minute) (-1/4), Charges do not recover (-2), Gestures (Must ingest) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Side Effects (Nausea - 2d6 STUN Drain, recover 5 per hour) (-1/2), Gradual Effect (1 Turn) (-1/4), Unexpected results when mixed with other potions (+0).	25
Lava Cooler	This curiously bland beverage helps to protect the character from the effects of intense heat and flame. However, the same potion makes the character more vulnerable to cold-based attacks. There is rumored to be a like potion that provides protection against cold.	Ability: 75% Resistant Damage Reduction, Only versus heat & fire (-1), Six Continuing Charges (5 Minutes) (-1), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Delayed Effect (-1/2), 2x Damage from Cold (-1/2), Unexpected results when mixed with other potions (+0).	60
Love Potion	The person who drinks this potion will immediately become enamored with the first being he sees thereafter. Understandably, this potion is much sought after in all segments of society.	Ability: 9d6 Mind Control, Only to cause drinker to become charmed with first creature viewed (-1/2), Activation Roll 14- (-1/2), No Range (-1/2), Single Charge (-2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	45
Lush Liquor	This excellent liquor is stored in a dark, small, wax-sealed bottle shaped like a bulb. The beverage has an exquisite flavor and will warm the gullet of the coldest adventurer. Unfortunately, the intoxicating effects of the drink do not wear off in a few hours. Instead, the besotted adventurer must remain in his addled state for many weeks.	Ability: 2d6 Drain DEX, 2d6 Drain INT, Return 5 per Month (+1+3/4), Gradual Effect - 1 Hour (-1), No Range (-1/2), Four Charges (-1), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	110
Magic Dust	When this sparkling powder is sprinkled over a small area, any magical items therein will glow faintly. The magical dust is not always reliable, however, and will give false readings for some objects. The dust must be stored inside a silver container or it will gradually become inert.	Ability: +5 PER Detect Magic, Area Effect (Hex) (+1/2), Activation Roll 12- (-3/4), 4d6+8 Charges (+1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF (-1), Independent (-2), Side Effect (+5 PER Images, Random Objects Glow) (-1/2), Limitation: Must be stored inside silver container or lose 1 charge per hour (-1/4), Unexpected results when mixed with other potions (+0).	31

Magical Pigments	These marvelous paints allow the character to create any ordinary object simply he can imagine by portraying it on a flat surface. A brush is used to apply the paint to the surface, and some artistic ability is required. The maximum BODY of the object being painted is limited to half the 3d6 Transformation roll.	Ability: 4d6 Minor Transformation, Create mundane object on surface (+1/4), 4 Charges (-1), Charges do not recover (-2), Gestures (Paint object) (-1/4), Requires skill roll -5 PS: Painting (-1/2), OAF, Brush (-1), Independent (-2), Extra Time (1 Minute) (-1-1/2), Unexpected results when mixed with other potions (+0).	50
Memory Medicine	This sour tasting beverage will sharpen the characters mental acuity, allowing him to memorize every detail of a situation for later recall. The yellowish liquid is stored in a spherical bottle, wrapped in a copper mesh. The cap is sealed with wax and a coil of fine thread.	Ability: Eidetic Memory, 3 Continuing Charges (1 day) (+1/2), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	15
Mercury Chaser	This frothy concoction greatly increases the speed of the character, allowing him to perform actions at up to twice his normal rate. Use of this potion is exhausting, however, costing 4 points of END per phase.	Ability: +4 SPD; No more than double normal SPD (-1/4), 5 Continuing Charges (5 Minutes) (+1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), Costs END to use (-1/2), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	50
Mindtap	After drinking this bubbling liquid, the character is able to read the thoughts of any target within sight. A separate Telepathic ego roll is required for each target the character attempts to scan.	Ability: 6d6 Telepathy, Activation Roll 14- (-1/2), 3 Continuing Charges (5 Minutes each) (-1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	30
Morpheus Brandy	This potent liquor induces a state of intense drowsiness in all who drink of it. This state will last for several hours, and it is all but impossible to rouse a victim before the potion wears off. The character will be temporarily roused whenever he suffers actual damage, but the potion will rapidly take effect once more. Because the potion requires several minutes to take effect, the liquid will appear to be merely a very fine Brandy at first taste. A sensation of sleepiness will follow shortly thereafter, however.	Ability: 6d6 STUN Drain, Recover 5 per hour (+3/4), No Range (-1/2), 6 Charges (-3/4), Charges do not recover (-2), Gestures (Must ingest) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Gradual Effect (5 Minutes) (-3/4), Limitation: 1d6 Drain of STUN Drain per point of subsequent STUN or BODY (Recover 5 points per turn) (-1/2), Must serve warmed (-1/4), Unexpected results when mixed with other potions (+0).	105
Oil of Blasting	When coated on a weapon, this oil blasts a target for additional damage, usually knocking him flat on his back in the process. The oil is stored in a copper vial stuffed with cotton. The oil-soaked cotton prevents accidental discharge, and is handy when coating the weapon.	Ability: 4d6 EB (Blast), Trigger (impact causes 1 STUN) (+1/2), Double Knockback (+3/4), Four Charges (-1), Charges do not recover (-2), Gestures (Coat weapon) (-1/4), OAF (-1), Independent (-2), Unexpected results when mixed with other potions (+0).	60

Oil of Estrangement	This heavy oil protects that character, or any object to which it is applied, from magical enchantments. If the character is already affected, the oil will dampen and likely negate the enchantment. Unfortunately, the oil is unpleasant in appearance, and requires lengthy bathing to remove.	Ability: 10d6 Suppress Mind Control Magic, Three Continuing Charges (1 Hour) (+0), Charges do not recover (-2), Gestures (Must apply to object) (-1/4), OAF (-1), Independent (-2), Limitation: -10 Comeliness while wearing oil (-1/4), Limitation: difficult to remove (-1/4), Unexpected results when mixed with other potions (+0).	50
Oil Slick	In addition to the natural slipperiness of oil, this substance provides magical protection to the character from most minor types of entanglement, such as webs or ropes. The oil must be applied to all exposed surfaces to be effective. It requires a full turn to apply.	Ability: 4d6 Suppress Entangle, +5 DCV (Only versus Grab, Linked), No Range (-1/2), Four Continuing Charges (5 Minutes) (-1), Charges do not recover (-2), Gestures (Spread on all Exposed Surfaces) (-1/4), OAF (-1), Independent (-2), Extra Time (1 Turn) (-1), Oil is Flammable for 6d6 EB to wearer (-1/2), Unexpected results when mixed with other potions (+0).	26
Ointment of Salvation	This life-saving serum will cure virtually any toxin which affects the character, save for ingested substances. The ointment must be rubbed on the flesh where the character was struck. It requires a few minutes for the substance to work its way into the body and neutralize the poison.	Ability: 15d6 Dispel Drain, No Range (-1/2), Three Charges (-1-1/4), Charges do not recover (-2), Gestures (Apply to wound) (-1/4), OAF (-1), Independent (-2), Gradual Effect (5 Minutes) (-3/4), Limitation: Not versus Drain with ingested focus (-1/2), Extra Time: Phase (-1/4), Unexpected results when mixed with other potions (+0).	45
Paint of Passage	This clay pot of magical paint allows the character to create the outline of a portal on a flat barrier and then slowly step through to the other side. The pot contains only enough paint to allow a half dozen such doors to be created.	Ability: 1" Tunneling through 10 DEF, Closes Behind, 6 Continuing Charges lasting 1 Turn (-1/4), Only closes behind when charge expires (-1/4), Gestures (Paint Outline of Door) (-1/4), Extra Time: 2 Phases (-1/2), OAF Paint, Brush (-1), Independent (-2), Charges do not recover (-2).	42
Perfume of Passion	This enchanting perfume is a mixture of herbs and secretions of some very rare plants. When applied to exposed flesh, the scented emissions allow the character to readily manipulate the emotions of those nearby, merely by making a suitably evocative statement. After five minutes, the perfume becomes merely a pleasant scent.	Ability: 5d6 Mind Control, NND (Airtight or no need to breath) (+1), Explosion (+1/2), Invisible Power Effects (All Senses) (+1), Only to create emotional state (-1), Personal Immunity (+1/4), Mental Powers Based on CON (-1/2), No Range (-1/2), 3 Continuing Charges (5 Minutes) (-1/4), Charges do not recover (-2), Gestures (Apply to exposed skin) (-1/4), OAF, Rare plants (-1-1/4), Independent (-2), Limitation: +4 to Olfactory PER rolls (-1/4), Unexpected results when mixed with other potions (+0).	94

Phasing Spirits	This airy potion allows the character to transition between the normal and ethereal states at will. While in the ethereal state, the character becomes disembodied and can pass through solid objects. However, he is also unable to affect the physical world and must return to his normal form to perform any actions beyond simple movement.	Ability: Desolidification (Affected by Magical Powers), Can transition between normal and desolidification states as 1/2 phase action (+1/4), Limitation: 14- Activation Roll to change state (-1/4), 4 Continuing Charges (5 Minutes) (+0), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Loses one charge per minute of exposure due to dissolved gas escaping (-1/2), Unexpected results when mixed with other potions (+0).	50
Philter of Persuasion	About a minute after drinking this potion, the character finds he can speak smoothly and loquaciously on just about any topic, greatly increasing his credibility and persuasiveness with an audience.	Ability: Persuasion 17-, 7-8 Continuing Charges (5 Minutes) (+1/2), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Gradual Effect (1 Minute) (-1/2), Unexpected results when mixed with other potions (+0).	37
Potion of Many Forms	Initially, this magical elixir appears to allow the character to shapeshift into a new form. However, the potion is unstable and can alter the characters form in unpredictable ways within a few hours.	Ability: Shapeshift, Any Form, Activation roll 11- (-1), Make activation roll every 1d6 hours to retain current form (-1/2), Single Continuing Charges (1 Day) (-1), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF (-1), Independent (-2), Side Effects (Change to an unpredictable form) (-1/2), Unexpected results when mixed with other potions (+0).	30
Potion of Gullibility	This oily liquid will initially appear to be a beneficial potion, perhaps enhancing the characters loquaciousness or credibility. Once the fluid is consumed, however, the character will readily believe almost any sort of statement, from a simple lie to a blatant scam. A suitably modified EGO roll must be made to disbelieve any message.	Ability: 10d6 Minor Transform (Psych Lim: Gullible, Common, Strong), Activation Roll 11- (-1), Only while potion is active (-1/2), Single Continuing Charge (5 Hours) (-1/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF (-1), Independent (-2), Gradual Effect (1 Minute) (-1/2), Unexpected results when mixed with other potions (+0).	100
Ring of Returning	A dry, crystalline powder that is normally found in an ochre cloth pouch with a draw string about the mouth. To activate the magic in this powder, a handful of dirt must be mixed into the pouch, then the combination poured in a closed circle and ignited. Upon activating the powder, a teleportation gate is opened to the original location of the dirt. Each pouch holds enough powder to perform this feat one time, with a range of 10 kilometers from the origin of the dirt.	Ability: Teleportation, 1 Floating Location, 10km distance, 400kg mass, Useable by Others (+1/4), Area Effect (Hex) (+1/2), Only to teleport to location of mixed dirt (-1/2), Single Continuing Charge (5 Minutes) (-3/4), Charges do not recover (-2), Gestures (Pour and Ignite Powder) (-1/4), OAF (-1), Independent (-2), Extra Time - Full Turn (-1), Unexpected results when mixed with other potions (+0).	149

Satin Soot	This very fine, dark powder is blown outward in a 5" long cone, causing temporary blindness to most caught within the cloud.	Ability: 2d6 Flash (Sight Group), Area Effect (5" Cone, Nonselective) (+3/4), No Range (-1/2), Three Charges (-1-1/4), Charges do not recover (-2), Gestures (Blown) (-1/4), OAF (-1), Independent (-2), Unexpected results when mixed with other potions (+0).	35
Shamrock Swizzle	This alcoholic drink, made from a formula known by the Leprechaun, grants the character an unusual measure of luck for a period of one week. For reasons unknown, this potion will sometimes function improperly, and the character suffers an unusual streak of bad luck. The swizzle is usually found in a heavy green bottle which is corked and wax-sealed.	Ability: 5d6 Luck, Activation Roll 14- (-1/2), Three Continuing Charges (1 week each) (+3/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Side Effects (5d6 Unluck, 1 week) (-1/2), Unexpected results when mixed with other potions (+0).	44
Solution of Psi Sensing	This dark green liquid has the strong taste and aroma of nutmeg. When consumed, the character will become intensely aware of the minds at work around him, and will be able to sense the use of any mental powers in the vicinity.	Ability: Mental Awareness, Discriminatory, 360 Degree Sensing, Four Continuing Charges (1 Hour) (+1/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	22
Sorcerous Gum	This special glue is usually stored in a tightly-stoppered jug, and must be applied to an exposed surface within a short time or it will lose effectiveness. Whenever an object touches the tacky surface, it magically adheres and is quite difficult to remove.	Ability: 3d6 Entangle, Area Effect (Hex) (+1/2), Sticky (+1/2), No damage from attack (+1/2), Reflect internal attacks (+1/2), Entangle with no defense (-1-1/2), No Range (-1/2), Three Charges (-1-1/4), Charges do not recover (-2), Gestures (Apply to surface) (-1/4), OAF, Bulky (-1-1/2), Independent (-2), Glue loses one charge per 5 minutes exposed to air (-1/4), Extra Time (1 Turn) (-1), Unexpected results when mixed with other potions (+0).	90
Stirrup Cup	This sharp drink give the character the eerie ability to approach, mount and ride an untamed animal. Given sufficient time and care, the mount may eventually be tamed and become a voluntary companion.	Ability: 10d6 Mind Control, Telepathic Contact (+1/4), Only to tame a mount (-1/2), Target believes actions natural (-1/2), Three Charges (-1-1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	62
Sweet Water	This potent purifier can be mixed with any liquid to transform it into drinkable water. Large quantities of fluid can be cleared by this means.	Ability: 6d6 Minor Transform Any Liquids to Water, Explosion (+1/2), Only via fluid (-1/2), No Range (-1/2), Single Charge (-2), Charge does not recover (-2), Gestures (Mix in Liquid) (-1/4), Gradual Effect (1 Minute) (-1/2), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	90

Syrup of Magical Dilution	This potion consists of a opaque green, syrupy liquid that is usually stored in a dark, stoppered bottle, sealed with iron wire, and covered in wax. For the turn that the syrup retains its effect, the liquid limits any magical powers used against the character. The syrup bottle must remain sealed, or it gradually loses its effectiveness.	Ability: 2d6 Suppress, All Magical Powers (+2), 6 Continuing Charges (1 turn each) (-1/4), Gestures (Must Ingest) (-1/4), OAF Syrup (-1), Independent (-2), Charges do not recover (-2), Loses 1 charge per turn of exposure to air (-1/4), Unexpected results when mixed with other potions (+0).	30
Syrup of the Shadows	This dark solution was a long-held secret of the Shadow Brotherhood, until the secret of its magical source was stolen by an outsider. The potion enhances physical skills by improving the characters nimbleness and coordination. When exposed to direct sunlight, the liquid rapidly loses its potency. Hence the syrup is usually stored in a clay jug or other opaque container.	Ability: +15 DEX, Only when applied to selected thief skills (Climbing, Concealment, Lockpicking, Sleight of Hand, Stealth) (-1-1/2), Three Continuing Charges (5 Minutes) (-1/4), Lose one charge per turn of exposure to direct sunlight (-1/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	45
Tongue Twister	At first taste seemingly a Philter of Persuasion, this sour beverage ties the character's tongue in knots, making him stutter and stammer whenever he attempts to speak. Most listeners will be less than impressed with the character, making it difficult to influence anybody. (One story holds that a Jester had this potion developed in order to play a prank on a court member. Unfortunately this backfired when the King drank the liquid by mistake. The Jester, now a mute, has since entered another line of work.)	Ability: 2d6 Suppress Persuasion, 4d6 Suppress PRE, Single Continuing Charge (1 Week) (+1/4), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Gradual Effect (1 Minute) (-1/2), Unexpected results when mixed with other potions (+0).	37
Trail Mixer	This coarse, dusty mixture can be sprinkled behind the character to hide tracks left on the ground. Within a minute, foot prints will smooth out, broken cobwebs return, plant leaves mend, dust settle, and other signs of passage will fade away.	Ability: 4d6 Cosmetic Transformation (Hide Trail), Cumulative (+1/2), Area Effect (Any 6") (+1+1/4), 3d6 Charges (-1/4), Charges do not recover (-2), Gestures (Sprinkle over hexes)(-1/4), OAF (-1), Independent (-2), Gradual Effect (1 Minute) (-1/2), Unexpected results when mixed with other potions (+0).	55
Troll Blood	Derived from the loathsome blood of a common troll, this potion regenerates damage to the character at the rate of 4 BODY per turn. Sometimes a bad batch will turn up, temporarily blinding the character.	Ability: Regenerate 4 BODY/turn, Activation Roll 12- (-3/4), Three Continuing Charges (5 Hours) (+1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile, Troll Blood (-1-1/2), Independent (-2), Side Effect (4d6 Flash Sight, Only while in direct Sunlight) (-1/2), Unexpected results when mixed with other potions (+0).	50

Truth Serum	A favorite of law enforcers, this potion causes the imbiber to speak nothing but the truth, regardless of the consequences.	Ability: 8d6 Cosmetic Transform (Drinker unable to Lie), Returns to normal when charge expires (-3/4), No Range (-1/2), Three Continuing Charges (1 Hour) (+0), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	40
Vapors of Levitation	This effluvial beverage allows the character to float up into the air and gently return to the ground at will. The drink will vaporize easily, however, losing a single charge per minute of exposure to the open air.	Ability: 5" Flight, Only for moving up or down (-3/4), 6 Continuing Charges (1 Hour) (+1/2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Evaporates one charge per turn (-1/4), Unexpected results when mixed with other potions (+0).	15
Vintage Warrior	Upon quaffing this magical wine, the character is endowed with enhanced combat skills that allow him to fight as a mighty warrior for a short period of time.	Ability: +4 Combat Skill Levels (All Combat), 3 Continuing Charges (5 Minutes each) (-1/4), Charges do not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	32
Voodoo Elixir			

{| border=====“1” ! 3d6 ! General Category

2-3			
4-5			
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8-9			
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}	Ability: 12d6 Mind Control, Doesn't require verbal contact (+1/4), Only one species (-1), Activation Roll 14- (-1/2), Five Charges (-1/4), Charges do not recover (-2), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	75	

Werebane	This folklore remedy has been known to successfully cure lycanthropy, on the rare occasions that it can be safely administered. However, since the deadly poison Belladonna is a primary ingredient of this potion, an improper mixture will slay the recipient.	Ability: 20d6 Dispel Lycanthropy, Activation Roll 14- (-1/2), Single Charge (-2), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Side Effects (Poison: 3d6 BODY Drain, Recover 1 per hour, Continuous Uncontrolled, Gradual Effect - every 5 minutes, 4 Charges) (-1), Unexpected results when mixed with other potions (+0).	60
Witches' Brew	This dangerous mixture allows the character to project mental images into the mind of a target. More often than not, however, the imbiber is deluded into believing he has swallowed an entirely different potion. The type of delusion is determined during the mixing process.	Ability: 12d6 Mental Images, Activation Roll 8- (-2), Side Effects (12d6 Mental Images, Believes a different potion is at work) (-1), Single Continuing Charges (1 Minute) (-1), Charge does not recover (-2), Gestures (Must drink) (-1/4), OAF, Fragile (-1-1/4), Independent (-2), Unexpected results when mixed with other potions (+0).	60
Worship Cense	These sticks of holy incense enhance the spiritual nature, making a character especially proficient at casting religious magic. To reach this state, the character must meditate for an hour while inhaling the perfume of a burning incense stick.	Ability: 3d6 Aid to END, REC, and Religious Magic Skill, Recover 1 per hour (+1), 1/2 DCV Concentrate (-1/4), Six Charges (-3/4), Charges do not recover (-2), Gestures (Must inhale burning incense) (-1/4), OAF (-1), Independent (-2), Extra Time: 1 hour (-2-1/2), Limitation: Only use for religious magic (-3/4), Unexpected results when mixed with other potions (+0).	90

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