

Potions

Identification: Potions of the same type, from the same culture, will have the same qualities. A sip will give hints about the effect.

Duration: Potions last at least an hour. After that, the player rolls a d6 each turn. A 1 on the first roll means the effect ends. A 2 or lower on the second roll the same, and so on. The max duration will be 2 hours.

Miscibility: Drinking a potion while under the effect of one causes no harm. Pouring one potion into another can lead to strange effects: roll a d%:

01-05	Explosion!	58-73	Works Normally
06-26	Poison	74-99	Random Potion Effect
27-57	Coma-inducing	100	Discovery!

Roll	Potion	Effect	Side Effect	Color	Qualities	Flavor
1	Agility	Max dexterity, able to balance & to climb most walls	Dizziness	Orange	Oily	Citrus
2	Antidote	Cures poison, provides +2 to saves if drunk beforehand	-	Grey	Cloudy	Bitter
3	Climbing	Climb like a spider	Dizziness	Brown	Sedimented	Gritty
4	Delusion	Roll again, player thinks that potion is in effect	-	?	?	?
5	Elixir	Cures diseases, parasitic infestations.	-	Honey	Syrupy	Sweet
6	Elemental Form	Become living fire, gas, water, earth, etc	Itchiness	Red/Blue etc	Sparkling	Fruity
7	Ethereality	Walk through walls	Blurred vision	Purple	Bubbling	Mint
8	Growth	Grow 2x normal size, +Str, double damage	Headache	Green	Swirling	Woody
9	Healing	Heals 1d6+1 points of damage	-	White	Lumpy	Chalky
10	Invulnerability	Immune to mundane attacks, +2 to AC & saves	Tenderness	Silver	Cool	Nutty
11	Levitation	Can float up or down at will, not otherwise without help	Depression	Light Blue	Fizzing	Evergreen
12	Longevity	Reduces age by 10 years	-	Golden	Honey-thick	Buttery
13	Love	In love with the first creature seen, permanently	-	Clear	Cool	Cinnamon
14	Poison	Save or die	-	Clear	Odorless	Tasteless
15	Polymorph	Take on the shape & physical abilities of a type of creature	Rash	Yellow	Flakes	Vinegar
16	Shrinking	Shrink to 6"	Joint Aches	Pink	Warm	Anise
17	Speed	Move 2x as fast, double attacks	Diarrhea	Red	Thin	Pepper
18	Strength	As strong as a giant, double damage	Weakness	Black	Chunky	Earthy
19	Water Breathing	Breathe underwater as normal	Coughing	Deep Blue	Foamy	Salty
20	Resistance	Immune to normal fire/cold/acid/ etc, +2 versus magical	Fever/Chills	Red/Blue etc	Creamy	Metallic

Campaign: _____
 Culture: _____

