



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: _____



The Potion is Actually . . .



Tired of potions being little vials of liquid? Roll here:

- 1 Slow fuses to be placed in beard and hair
- 2 a candle worn on the body
- 3 Moths released from a gourd, effect lasts as long as one can still be seen
- 4 a ruby clutched becomes hotter and hotter, if dropped effect ends
- 5 a small fish that must be consumed live
- 6 a fairy in aspic
- 7 a silk sash, when removed it crumbles to dust
- 8 an herbal cigar
- 9 a teetotum made from a single tooth
- 10 an air-tight jar with a white rose that shrivels in the air
- 11 a fishy liquid poured over clothes and hair, effect ends when it dries
- 12 a dried mushroom
- 13 a cylindrical clockwork, twisted it slowly twists back to break, then the effect ends
- 14 a pouch of powder, cut open-- effect begins, powder gone-- effect ends
- 15 a bamboo cage with fighting crickets, partition removed-- effect begins
- 16 a cask of liquid that must be completely consumed
- 17 a thorny shoot of berries that must be eaten from continuously to gain effect
- 18 a grey snake is made to bite a golden-furred mouse, when the mouse dies--effect ends
- 19 a vial of tiny eyes
- 20 a glass figurine shattered for the effect
- 21 Small fuzzy fruit that must be consumed fresh
- 22 a longship modeled in ice, floated on liquid-- effect begins, lasts until it melts
- 23 a cocoon, when heated turns into a transparent butterfly
- 24 a lump of black tar with bits of glass that must be consumed
- 25 a bottle rocket
- 26 a ginger bread diorama with roaches-- must be consumed
- 27 a blazingly hot pepper
- 28 Dwarven sausage
- 29 a flute, played continuously to gain effect
- 30 a pumpkin sized egg to be cracked open