

Potions and Liquids

Potions are magical elixirs that when drunk, or sometimes applied, will provide supernatural benefits to the user for a (generally short) period of time. They are usually sold at alchemist or magical shops (or a Mage's Guild) but can sometimes make their way into the hands of general stores and merchants, likely for a higher price.

Stacking Potions (Using more than one and Miscibility)

The usual price and effect of potions (and other, potion-like liquids) is listed below. If two potions are mixed either by drinking them too closely together, or pouring them into each other from flasks, the player who did so will roll 1D20, on the roll of a 1, roll percentile dice (2D10). On a 100: the effect of one potion becomes permanent (within reason, a potion of healing will only heal after a time, and will not prevent death), on a 2-99: nothing happens, and on a 1: there is an explosion, dealing damage to all around, and killing the character if they drank it.

If two different potions are consumed at the same time (assuming a nothing happens result above) then they both will take effect for their allotted duration. If two of the same potion are consumed at the same time, nothing additional happens (the bonuses and duration do not double).

Name and Effect	Training Required	Cost
Healing – Revives a downed character, removes one injury, or makes a severe injury an injury.	No	25
Strength – +2 bonus to strength attribute for a combat session or 1 hour	No	20
Night Vision – See in the dark for 2 hours	No	20
Speed – Movement speed increased, and can perform 3 actions or 2 attacks for 5 rounds of combat or 15 minutes.	Yes	25
Antidote – Cures Poison (Does not heal)	No	30
Water Breathing – Allows the user to breathe underwater for 1 hour	No	20
Wake – Relieves 2 days of sleep deprivation or automatically rouses a character from the sleep spell	No	15
Levitation – Allows the user to levitate and move up to 6 feet above the ground for 15 minutes	Yes (generally)	25
Fire Breath – On their next exhale the user will breathe out a 15ft cone of fire, catching anything flammable it touches on fire (and dealing 1 injury per round) and dealing one injury if it hits a creature.	No	28
Rigor Mortis – The user appears to be dead for 4 hours. (can wake at any time, but is unaware of surroundings until doing so)	No	34
Mind Reading – Allows the user to “read the mind” of someone they touch for 1 minute. (What they find might not necessarily be understandable or what they’re looking for.)	No	36
Bioluminescence – The users skin will glow in the dark and underwater (Enough to be seen, and see a few inches from the skin) for 1 hour.	No	17
Sleep – (Can be splashed on and be effective) The target will go to sleep and until roused.	No	20
Forgetfulness – The drinker forgets immediately what they were doing at that moment, and is competent but generally forgetful for 1D6 hours.	No	25
Shrinking – The user becomes 1/Droth of their size (1 will increase to 2, 00 is 10). Or 1/10 th if the user drinks 2.	No	40
Animation – Cures a character affected by the petrify spell	No	150
Reanimation – Will bring a dead character whose body is mostly intact back to life. (requires blessing by gods)	No	4,000
Rage – The drinker will have gain +2 strength, +2 endurance, and the ability to ignore 1 injury for 10 minutes (or 4 combat rounds), during which time they will be unable to discern friend or foe and not be able to make a decision beyond whether or not to break something.	No	31
Power – The user will gain a +1 modifier to anything they perceive will increase their “power” for 5 hours.	No	35
Grow – When poured will cause whatever plant matter it touches to grow 10 cubic feet in 1 minute (for 1 minute).	No	24
Cure Disease – 1 disease the user has will be (randomly) cured.	No	30
Sight – The user will be able to “see” 30’ in front of them regardless of any effects for 2 minutes or 2 combat rounds.	Yes	21
Fire Resistance – The user cannot be injured by heat or	No	22

fire for 10 minutes or 4 combat rounds (doesn't effect equipment).

Deflection – The user is surrounded by a magic aura that give all projectiles that come near them a -4 penalty to hit for 2 minutes or 2 combat rounds.

Luck – The user gains a +2 any time they roll the die for 5 minutes or 3 combat rounds.

Other Liquids

Name and Effect	Training Required	Cost
Poison – Takes effect after 1 round. Poisons a character for 1 injury per round or minute and -2 to endurance.	Yes	20
Holy Water – Deals an injury to any undead per round until removed. Relieves the effect of a basic curse for 1 hour.	Yes	15
Acid – Deals 1 injury to whoever it was splashed on per round until removed or 4 rounds have passed. If one was hit directly roll a D6 and compare to their armor rating. If higher deal a serious injury.	Yes	13
Alchemists Fire – Sets a character or area on fire for 15 minutes or 5 rounds of combat. Deals one injury per round. Can't be put out with water.	Yes	18
Lamp Oil – When thrown and lit will set a character or area on fire for 10 minutes or 3 combat rounds. Will deal on injury per round.	No	6
Liquid Smoke – Quickly evaporates when exposed to air and will create a cloud of a smoke-like substance in a 10’ diameter around the area.	No	9
Tranquilizer – If used on a needle (blowgun) point will put to “sleep” animals at a rate of 1 minute per 100 lbs, to a max of 800 lbs. over which it will have no effect. Any animal less than 80 lbs. will be killed in less than a minute. Those put to sleep will be rouse-able but drowsy after half an hour, minus a minute for every 50lbs it weighs.	Yes	12

Potion Ingredients/ Making Potions

Wizards and druids who have the “alchemy” special ability can attempt to make potions. To do so they will need to have a collection of various glass vessels: beakers, tubes, vials, bottles, etc. and a selection of the materials listed below. Since potions are more magic than they are ingredients various ingredients can be used for the same potion, but it will be more difficult with fewer ingredients.

To create a potion a player must have the “alchemy” special ability, glass vessels to prepare and seal it in, a set of ingredients, the succeed on a knowledge skill check to determine if they can create it, and a craft skill check to prepare it. If either of these skill checks are failed a potion is not made. The following table shows how ingredients and potion powerfulness affect the difficulty of these skill checks:

Factor	Knowledge Difficulty (Base 15)	Craft Difficulty (Base 15)
¼ of ingredients	+2	
½ of ingredients	+1	
¾ of ingredients	+0	
Entire ingredients list (cost on chart above)	-1	
For every 5 silver above 15		+1
For every 15 silver above 15	+1	

Ingredients

Wolf's Bane	Mandrake
Toadstool	Hawks Feather
Liverwort	Swallow Feather
Nightshade	Agave Pulp
Saffron	Dried Frog Leg
Lavender	Blackberries
Bone Meal (Ground Butcher Leftovers)	Hemlock Root
Pigs Ear (Mushroom)	Cloudberries
Oil of Spikenard	Sage
Oil of Peppermint	Hops
Rosewater	Thyme
Sharks Tooth	Eucalyptus
Bear Claw	Coca leaves
Quartz Crystal	Blood