### Sample Potions

Reagents are mixed together using various processes to create potions. A potion is defined by how common it is, how complex it is (its DL to make or analyze) and how much time and money it costs to make. Below is a list of sample potions. Players and GMs are encouraged to follow the examples here to make their own potions for their game worlds.

Bad Breath

Commonality: Rare

Complexity: 17

Time to Make: 2 Days

Total Cost: 198p

Ingredients: Alcohol, Firea, Garlic, Sulfur, Thin Oil

Processes: Firea Extraction, Vaporization

Equipment: Vaporizer

This potion gives the user horrible breath. So bad in fact, that belching will cause a small cone of flame to hit the hex in front of him. The flame will do 2d4 to anyone in the hex in question and armor does not apply. This potion generally lasts about an hour.

Billowing Dark

Commonality: Common

Complexity: 12

Time to Make: 2 Days

Total Cost: 100p

Ingredients: Sulfur, Tar, Thick Oil, Wolfsweed

Processes: None

Equipment: None

This potion creates a dark cloud of billowing black smoke that obscures vision in a 4 hex radius (counting the center hex). This cloud lasts 3d6 rounds outdoors and double that time indoors.

Detect Gold

Commonality: Common

Complexity: 13

Time to Make: 2 Days

Total Cost: 215p

Ingredients: Copper, Lodestone, Gold

Processes: Electrification

Equipment: Electrifier

This potion lasts 2-4 hours and allows the user to make a PER roll to detect gold. The user can detect a coin's worth of gold to a distance of 10m. Larger amounts allow detection farther away. A vein of the mineral might be detected at a range of a kilometer.

Dye

Commonality: Very Common

Complexity: 8

Time to Make: 1 Day

Total Cost: 40p

Ingredients: Berry Juice, Distilled Water, Tar

Processes: None

Equipment: None

Potions are expensive and can be hard to sell. Most commercial alchemists have a few simple recipies like this one so they can produce a cheap product to sell and make money for day-to-day operations. One flask of this will treat several garments.

Elixir of Love

Commonality: Very Common

Complexity: 10

Time to Make: 1 Day

Total Cost: 30p

Ingredients: Alcohol, Firmirberry Juice, Mint

Processes: Fermentation

Equipment: Alcohol Still

This is a simple love potion sold by traveling salesmen and disreputable alchemists across the land.  It actually does have a mild effect when consumed.  Unless a WIL test at DL 9 is passed, whomever consumes this potion will become strongly attracted to the first person he or she sees.  The effects are short lived, lasting no more than a few hours. If the WIL test is passed, then the user is aroused, but not attracted to any specific person.

Eversharp

Commonality: Common

Complexity: 14

Time to Make: 2 Days

Total Cost: 115p

Ingredients: Betbnd, Tar, Thick Oil, Troll’s Blood

Processes: None

Equipment: None

This potion is applied to bladed weapons. It makes them resistant to damage and corrosion and sharpens their edges, giving them a +1 damage modifier for one week. In addition, weapons treated with eversharp will not take combat-related damage while the potion is in effect.

Explosive Mixture

Commonality: Rare

Complexity: 16

Time to Make: 2 Days

Total Cost: 175p

Ingredients: Essence of Fire, Firea, Sulfur

Processes: Essence of Fire Extraction, Firea Storage

Equipment: Electrifier, Oil for Firea Storage

This mixture is dangerous to prepare. A failure will possibly cause an explosion that will ruin equipment or even damage the alchemist. After preparation, this mixture is generally stored in fragile glass vials. When broken, the vial flares into a violent explosion doing 2d8 to all creatures within 1 hex of impact. Weaker versions of this potion exist, substituting wolfsweed, or other flammable substances for Firea.

Flesh Eater

Commonality: Rare

Complexity: 15

Time to Make: 3 Days

Total Cost: 155p

Ingredients: Strong Acid, Lead, Quicksilver

Processes: Cooling, Infusion, Melting

Equipment: Icebox, Infuser, Oven

This potion is a specialized acid that melts flesh. Living flesh produces chemicals that negate the effect. Splashing this potion on someone causes 2d4 points of damage. Drinking this potion causes 2d8 points of damage to the drinker.

The real use of this potion is to destroy dead tissue, leaving no trace of the original matter. The potion will fully dissolve any dead tissue it comes into contact with. This can be used to skeletonize a carcass, clean bloodstains or even dispose of a dead body.

It takes a bucket full of this stuff to completely eat a dead human-sized body. A vial full will clean bloodstains or eat away a smaller creature.

A vial of this potion will do 3d8 damage to undead creatures with bodies (like skeletons and zombies).

Flaming Bottle

Commonality: Common

Complexity: 13

Time to Make: 2 Days

Total Cost: 220p

Ingredients: Essence of Fire, Firea, Sulfur,

Sparking Essence

Processes: Electrification, Firea Extraction,

Essence of Fire Extraction

Equipment: Electrifier

A bottle containing this mixture is warm to the touch. The bright red potion inside is continuously bubbling and frothing. When opened, the mixture expands violently, shooting a straight line of fiery liquid extending 3 hexes (6 meters) from the mouth of the bottle. Anyone in that area of effect must make an AGI save vs. DL 16 or take 2d6 points of damage on the round they are hit. On the next round, an additional 1d6 point of damage is done due to residual flames on the targets. After two rounds, the flames burn out.

Flight

Commonality: Very Rare

Complexity: 19

Time to Make: 5 Days

Total Cost: 570p

Ingredients: Ancient Stone, Essence of Air,

Gazzle Fly Wings, Gold

Processes: Essence of Air Extraction

Equipment: Electrifier, Super Condenser

This potion will allow the imbiber to fly for a period of 3-6 (1d4+2) hours. Lesser recipies exist that substitute lead for gold, omitting the ancient stone and performing an inferior process to extract the essence of air. This leads to a savings of about 150pn, but the potion last for only 1d3 hours.

Forever Ink

Commonality: Rare

Complexity: 14

Time to Make: 5 Days

Total Cost: 105p

Ingredients: Octopus ink, Silver, Thin Oil

Processes: None

Equipment: None

This potion produces fine ink that resists running, water and fading. This recipe produces only 1 vial of ink.

Gambler’s Helper

Commonality: Rare

Complexity: 14

Time to Make: 2 Days

Total Cost: 200p

Ingredients: Aloe, Mirroot, Deadman’s Breath,

Thin Oil, Troll’s Blood

Processes: Infusion

Equipment: Infuser

This recipe makes a clear balm that is rubbed on the skin. When applied, Gambler’s Helper soothes aches and pains, relieves fatigue and enhances the performance of muscles. Someone so treated gains a +2 bonus to STR and AGI and 1d6 bonus hit points. This lasts until the balm reacts with human sweat. When this happens, it changes properties, cramping the muscles and causing intense pain. All bonuses are lost. In addition, the victim is stunned for 1d2 rounds due to terrible muscle cramps. After he recovers from being stunned, the victim loses 2 points of STR, AGI and takes 1d6 hit points damage.

Goop

Commonality: Common

Complexity: 10

Time to Make: 1 Day

Total Cost: 38p

Ingredients: Distilled Water, Oxen Breath, Tar,

Thick Oil

Processes: Infusion

Equipment: Infuser

This mixture produces an incredibly sticky substance that acts as a strong glue. Two items affixed with goop will require a STR test vs. DL 17 to pull apart. Goop does not set instantly, but instead takes about 15 minutes to dry. Alcohol of any type dissolves goop. If not dissolved, goop can last for several months.

Healing Balm

Commonality: Common

Complexity: 12

Time to Make: 1 Day

Total Cost: 45p

Ingredients: Aloe, Garlic, Grain Alcohol, Mint

Processes: None

Equipment: None

This potion is a minor balm that when placed on an injury soothes and speeds healing. It will not work on "wound" damage, but heals 1d4 points of regular damage.

Healing Oil

Commonality: Uncommon

Complexity: 15

Time to Make: 3 Days

Total Cost: 125p

Ingredients: Grain Alcohol, Iron Filings,

Lodestone, Thick Oil

Processes: Electrification, Infusion

Equipment: Electrifier, Infuser

When this oil is rubbed over a wound, it heals 2d4 damage. This damage can be "wound" damage.

Hideous Stench

Commonality: Rare

Complexity: 16

Time to Make: 2 Days

Total Cost: 145p

Ingredients: Choking Essence, Dog’s Breath,

Essence of Fire, Sulfur, Thin Oil

Processes: Electrification, Firea Extraction,

or Choking Essence

Equipment: Electrifier

This potion creates a cloud of noxious, choking gas. The cloud forms a 3 hex radius (counting the center hex). Anyone in the cloud will have to make a TOU save vs. DL 16 or be at a –3 to all skill rolls for 2d3 rounds and –1 for an hour afterward. Anyone who fails by 7 or more falls unconscious.

Instant Goop

Commonality: Rare

Complexity: 14

Time to Make: 1 Day

Total Cost: 78p

Ingredients: Distilled Water, Oxen Breath, Tar,

Thick Oil, Troll’s Blood

Processes: Infusion

Equipment: Infuser

Instant goop sets almost immediately in contact with air. It is not as strong as normal goop though, requiring a STR test vs. DL 14 to break. In addition, it only lasts 1d3 hours before breaking down.

Many Colors

Commonality: Common

Complexity: 12

Time to Make: 1 Day

Total Cost: 80p

Ingredients: 3 Types of Berries, Distilled Water, Tar

Processes: None

Equipment: None

This potion can be used to create a dye of almost color desired. The dye is fairly permanent and resists fading and bleaching. One vial can be diluted with water to dye several garments.

The Maze

Commonality: Very Rare

Complexity: 20

Time to Make: 5 Days

Total Cost: 290p + Spirit Iron

Ingredients: Blue and Red Noderoot, Grunj Eye,

Mild Paralytic, Spirit Iron

Processes: Grinding Noderoot, Melting Spirit Iron

Equipment: Oven

The maze is a rare poison created by the most skilled alchemists and utilized by the most hateful assassins. When the maze is consumed, the target must make a WIL save vs. DL 20 or fall into a deep coma. While the target sleeps, he hallucinates that he is walking through a complex, granite-walled maze – feelings of helplessness, confusion and claustrophobia threatening to make him insane.

To escape the maze, the victim must make a SPI or INT test vs. DL 21. This save is made 5 minutes after the coma begins. Other saves can be made at the following time intervals/DLs. When the victim finally saves, the GM must roll to see whether to see if his experiences in the maze have driven him insane.

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| --- | --- | --- |
| **Time Interval** | **DL** | **Insanity Chance** |
| 5 Minutes | 21 | 5% |
| 5 Hours | 19 | 15% |
| 5 Days | 17 | 35% |
| 5 Weeks | 15 | 65% |
| 5 Months | 13 | 85% |
| 5 Years | 11 | 95% |

A character in the maze may be moved, imprisoned or killed. His body is in a coma and he is at the mercy of his assassin. However, anyone touching the victim while he is in the maze stands a 1% chance of also entering the maze. Anyone who injures or kills the victim while he is in the maze stands a 10% chance of entering the maze.

Pain Reliever

Commonality: Very Common

Complexity: 10

Time to Make: 1 Day

Total Cost: 60p

Ingredients: Alcohol, Garlic, Sulfur, Weak Acid

Processes: Tablet Formation

Equipment: None

This mixture is often solidified into tablets. When taken, it relieves the effects of pain, giving the user 1 hit point temporarily and reducing any pain or wound effect by 1 level. Each dose lasts one day. This potion can be broken into 10 tablets, each costing 6p. The tablets do not reduce wound effects, but return 1 hit point for 2d6 hours.

Phasing

Commonality: Rare

Complexity: 18

Time to Make: 4 Days

Total Cost: 340p

Ingredients: Deadman’s Breath, Mild Paralytic,

Mountain Wolf Claw

Processes: Condensing

Equipment: Condenser

This potion allows the user to become non-corporeal and pass through normal material. The user can control the process, changing from corporeal to non-corporeal in 2 combat rounds. The potion lasts for 1d6 hours.

Potion Nine

Commonality: Very Rare

Complexity: 19

Time to Make: 5 Days

Total Cost: 330p

Ingredients: Ancient Stone, Blue Noderoot,

Essence of Ice, Sparking Essence

Processes: Condensing, Electrification,

Super Cooling

Equipment: Alchemical Icebox, Condenser,

Electrifier

No one knows the reason for the odd name of this concoction. Potion Nine will do 2d8+1 damage to exposed flesh and will make organic items brittle and easily broken. If Potion Nine is ingested, it does 2d12+2 points of damage to the foolish consumer.

If Potion Nine is placed into a liquid, it will freeze it solid. It requires only a couple drops of Potion Nine to freeze a water skin. A vial will freeze a barrel and a bucketful will freeze a small pond. This recipe produces a vial of Potion Nine.

Protection

Commonality: Rare

Complexity: 16

Time to Make: 5 Days

Total Cost: 220p

Ingredients: Distilled Water, Giant’s Blood,

Goblin Stomach, Iron Filings, Silver, Tar

Processes: None

Equipment: None

This potion gives the user the toughness and resistance of a goblin. This means that the user will have a +6 save against any poison or disease and gain a temporary +2 to TOU and +2 hit points. In addition, the potion gives the user a +1 armor value on all body locations. The potion lasts for about 1/2 to 2 hours (1d4x30 minutes).

Rage Juice

Commonality: Rare

Complexity: 17

Time to Make: 3 Days

Total Cost: 170p

Ingredients: Alcohol, Firmirberry Juice, Wolfsweed,

Sparking Essence, Troll’s Blood,

Processes: None

Equipment: None

This potion makes the imbiber a thoughtless killing machine. The user gains a +2 to attack rolls and a +4 to damage. They can ignore all unconsciousness checks as they move from combatant to combatant, striking them until they stop moving. No thought is given to defense, tactics, friend or enemy. The effects last for 2d8 combat rounds.

See Invisible

Commonality: Rare

Complexity: 15

Time to Make: 2 Days

Total Cost: 270p

Ingredients: Grunj’s Eye, Green Noderoot,

Octopus Ink, Silver

Processes: Grinding, Infusion

Equipment: Grinder, Infuser

This potion allows the imbiber to see invisible creatures and things. It lasts for 1d6 hours. If Cat’s Eye is substituted, the potion will last 1/3 that time.

Slickest Grease

Commonality: Rare

Complexity: 16

Time to Make: 3 Days

Total Cost: 285p

Ingredients: Essence of Ice, Quicksilver, Thin Oil

Processes: Atomizing, Super Cooling

Equipment: Alchemical Icebox, Atomizer

This potion is generally stored in a bottle with a spray nozzle attached. When spread in a thin layer over a surface, Slickest Grease causes the surface to have nearly no friction. This makes floors treacherous, weapons and doorknobs impossible to hold. Anyone trying to hold onto something that has been treated with grease must save vs. STR (DL 20) or it slips out of his grasp. The effects last until the liquid dries in about 2d3 hours.

Strength

Commonality: Common

Complexity: 12

Time to Make: 2 Days

Total Cost: 105p

Ingredients: Distilled Water, Druth, Garlic, Lead,

Troll’s Blood

Processes: Infusion

Equipment: Infuser

This potion grants the user a 2d3 point bonus to his STR stat. In addition, all skills and figured statistics based on STR will increase accordingly. This effect lasts 1d3 hours.

Toothpaste

Commonality: Rare

Complexity: 16

Time to Make: 2 Days

Total Cost: 165p

Ingredients: Betbind, Copper, Human Bone,

Quicksilver

Processes: None

Equipment: None

This potion is applied to the teeth and greatly increases their strength for a period of 2-4 hours. The user's teeth will be able to grind stone, chew through wood and many normal metals (though this takes time). The user will be able to bite with these toughened teeth for 2d6 damage (no STR die).