

Invincibility	Metamorphosis	Speed	Strength
<p><i>You are invincible</i></p> <p>Until end of turn, you cannot take damage, although you are still vulnerable to draining (☹).</p> <p>200 🍷</p>	<p>Discard your Character Profile Card and draw a new one. Your ✂, 🛡, ☹, and 🦋 change to match their starting values for your new character.</p> <p>If a monster quaffs this potion, discard its Monster Card and draw a new one of the same level.</p> <p>25 🍷</p>	<p>Gain 1 🦋</p> <p>50 🍷</p>	<p>Gain 1 ✂</p> <p>50 🍷</p>
Ethereal Form	Ethereal Form	Intellect	Defence
<p><i>Until end of turn, you may pass through doors and walls</i></p> <p>10 🍷</p>	<p><i>Until end of turn, you may pass through doors and walls</i></p> <p>10 🍷</p>	<p>Gain 1 ☹</p> <p>50 🍷</p>	<p>Gain 1 🛡</p> <p>50 🍷</p>
Resilience	Vigour	Paralysis	Poison ☹ ☹
<p>Add 4 to 🛡</p> <p>during your next battle</p> <p>(If you are in battle, this potion applies to the current battle.)</p> <p>10 🍷</p>	<p>Add 4 to ✂</p> <p>during your next battle</p> <p>(If you are in battle, this potion applies to the current battle.)</p> <p>15 🍷</p>	<p>Lose 2 🦋</p> <p>5 🍷</p>	<p>Lose 2 ✂</p> <p>10 🍷</p>
Imperceptibility	Haste	Lunacy	Poison ☹ ☹
<p>Until end of turn, you can flee automatically from enemies, and they have -4 to ✂ and 🛡 whilst fighting you. This effect ends if you damage an enemy.</p> <p>15 🍷</p>	<p>Increase your 🦋 by 4 until end of turn, and gain 4 movement actions.</p> <p>Until end of turn, you may act an extra time each combat action.</p> <p>40 🍷</p>	<p>Lose 2 ☹</p> <p>5 🍷</p>	<p>Lose 2 🛡</p> <p>10 🍷</p>

Healing	Healing	Healing	Healing
Regain 20 ♥	Regain 20 ♥	Regain 20 ♥	Regain 20 ♥
25 🍷	25 🍷	25 🍷	25 🍷
Healing	Healing	Healing	Healing
Regain 20 ♥	Regain 20 ♥	Regain 20 ♥	Regain 20 ♥
25 🍷	25 🍷	25 🍷	25 🍷
Restoration	Restoration	Curing	Curing
Your status ailments are cured. Restore ✂, 🛡, 🗣, and 🦋 to their starting values if they are lower.	Your status ailments are cured. Restore ✂, 🛡, 🗣, and 🦋 to their starting values if they are lower.	Your status ailments are cured, and you regain 10 ♥.	Your status ailments are cured, and you regain 10 ♥.
25 🍷	25 🍷	15 🍷	15 🍷
Panacea	Holy Water	Curing	Curing
Your status ailments are cured. Restore ✂, 🛡, 🗣, 🦋, and ♥ to their starting values if they are lower.	If you an <i>undead</i> or <i>demon</i> , take 3d8 damage. Otherwise, lose <i>disease</i> and discard all curses and cursed items.	Your status ailments are cured, and you regain 10 ♥.	Your status ailments are cured, and you regain 10 ♥.
50 🍷	15 🍷	15 🍷	15 🍷

<p>Rancid Water</p> <p>Take 5 damage and gain Disease</p> <p>(While diseased, you cannot regain lost ♥.)</p> <p>5 🍷</p>	<p>Rancid Water</p> <p>Take 5 damage and gain disease</p> <p>(While diseased, you cannot regain lost ♥.)</p> <p>5 🍷</p>	<p>Compressed Air</p> <p>You are blown out of the tile through a random exit, as if by a fan</p> <p>5 🍷</p>	<p>Repulsiveness</p> <p>Your humanoid and animal companions desert you. Until end of turn, in battle, your enemies are afraid.</p> <p>(As its combat action, the enemy tries to FLEE.)</p> <p>25 🍷</p>
<p>🧪 Nitriol 🧪</p> <p>Take 2d8 damage</p> <p>15 🍷</p>	<p>💀 Death 💀</p> <p>Lose 4d8 ♥</p> <p>50 🍷</p>	<p>Flight</p> <p>You can fly until end of turn</p> <p>5 🍷</p>	<p>Fresh Water</p> <p>This potion is cold and refreshing.</p> <p>Regain 1 ♥ and lose drunkenness.</p> <p>1 🍷</p>
<p>🧪 Nile Concoction 🧪</p> <p>Lose 1 ⚔, 1 🛡, 1 🍷, and 1 🍷</p> <p>15 🍷</p>	<p>💀 Draining 💀</p> <p>Lose half your ♥</p> <p>20 🍷</p>	<p>Bloodlust</p> <p>If you are not in combat, and there are monsters on this floor, move your token to one at random and begin battle. During battle this turn you can only ATTACK. However, you ATTACK twice as your combat action.</p> <p>10 🍷</p>	<p>Fresh Water</p> <p>This potion is cold and refreshing.</p> <p>Regain 1 ♥ and lose drunkenness.</p> <p>1 🍷</p>
<p>Hardiness</p> <p>Until end of turn, you can't become <i>diseased</i>, <i>afraid</i>, <i>blind</i>, or <i>confused</i>. You are also immune to fire (🔥), cold (❄️), acid (🧪), lightning (⚡), poison (☠️), and draining (💀).</p> <p>10 🍷</p>	<p>Hardiness</p> <p>Until end of turn, you can't become <i>diseased</i>, <i>afraid</i>, <i>blind</i>, or <i>confused</i>. You are also immune to fire (🔥), cold (❄️), acid (🧪), lightning (⚡), poison (☠️), and draining (💀).</p> <p>10 🍷</p>	<p>Giant Strength</p> <p>Until end of turn, add 3 to your ⚔, and you can automatically clear away rubble and open locked doors.</p> <p>10 🍷</p>	<p>Fiery Breath</p> <p>Until end of turn, after performing your combat action, you may breath fire (🔥), dealing d8 damage to a target.</p> <p>(A monster will always choose to breath fire.)</p> <p>10 🍷</p>

<p>Foresight</p> <p>Until end of turn, you may look at the top card of any deck at any time.</p> <p>At the end of your turn, shuffle any deck of which you know the top card. Do not include the discarded cards when you shuffle a deck.</p> <p>10 </p>	<p>Shuffling</p> <p>When this card is revealed, shuffle it and all discarded potions into the Potion Deck, then draw a new card to replace it.</p> <p>60 </p>	<p>Unquenchable Power</p> <p>Until end of turn, gain 4 , and instead of acting normally during your combat action, draw a Spell Card and cast that spell.</p> <p>If you end the turn without engaging in battle, lose 10 as the magical energy erupts from your body.</p> <p>10 </p>	<p>Grapulence</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>
<p>Temulency</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>	<p>Insobriety</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>	<p>Intemperance</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>	<p>Dipsomania</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>
<p>Intoxication</p> <p><i>You are drunk</i></p> <p><i>(While drunk, you move randomly for your first and fourth actions each turn. Your is effectively equal to 1, and you suffer -4 penalties to both and . Taking damage sobers you up.)</i></p> <p>10 </p>	<p>Blindness</p> <p><i>You go blind</i></p> <p><i>(While blind, subtract 4 from your and . You can't read.)</i></p> <p>10 </p>	<p>Fortitude</p> <p><i>Gain 10 </i></p> <p><i>(This may bring your above its starting amount.)</i></p> <p>15 </p>	<p>Fortitude</p> <p><i>Gain 10 </i></p> <p><i>(This may bring your above its starting amount.)</i></p> <p>15 </p>
<p>Succour</p> <p>Restore , , , and to their starting values if they are lower. Regain 10 .</p> <p>15 </p>	<p>Succour</p> <p>Restore , , , and to their starting values if they are lower. Regain 10 .</p> <p>15 </p>	<p>Succour</p> <p>Restore , , , and to their starting values, if they are lower. Regain 10 .</p> <p>15 </p>	<p>Succour</p> <p>Restore , , , and to their starting values, if they are lower. Regain 10 .</p> <p>15 </p>

Petrification

*You become
a statue.*

*(If you are fighting an enemy it
leaves. Miss the rest of this turn
and all of your next turn.)*





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