

# Potions

This section contains a list of potions and the major categories thereof. It does not include "power" potions (powers that grant a specific ability for a designated time), since those can be easily represented with other lists.

## Potion Overview

Potions are tier 1 enchanted items unless specifically stated otherwise. All potions have a number of “doses” that they come with when acquired. Any potion above tier 1 comes with exactly 1 dose.

By default, a potion’s effect will last for a long scene with a full dose, a scene with a quarter dose, and a short scene with an eighth dose. However, the duration of some potions vary.

## Resistance Potions

Name	Description	Doses
Resilience, Olfactory	Foul, unwanted, and overly intense foods or smells are tolerable. Will not disorient user.	20
Resilience, Hearing	Loud, shocking, or overly intense sounds are treated as tolerable. Will not disorient user.	20
Resilience, Vision	Bright, flashing, or overly intense light is treated as tolerable. Will not disorient user.	20
Regulate Heat	Regulates body temperature (heats and cools) 10x faster without any additional effort.	15
Immunity	Immune to illness, disease, radiation, poisons, drugs, toxins, rot, and other contaminants.	15
Pain Resistance	50% resistance to pain that exceeds an uncomfortable threshold.	10
Heat Resistance	Resists heat. Treat anything above room temperature as 1/10th its difference.	10
Cold Resistance	Resists cold. Treat anything below room temperature as 1/10th its difference.	10
Resistance, Fire	50% resistance to fire, heat burns, chemical burns, smoke, and other fire and chemical effects.	5
Resistance, Frost	50% resistance to hypothermia, frostbite, cold burns, and other cold effects.	5
Resistance, Electric	50% resistance to shock, electric burns, and other electric effects.	5

## Sensory Potions

Name	Description	Doses
Extended Color	Gain tetrachromacy; four cone cells in the eyes. See additional colors and better contrast.	15
Enhanced Taste	Taste clarity is tripled; can identify individual ingredients with high precision.	15
Peripheral Vision	Clarity of peripheral vision is tripled, making it easier to identify things in periphery.	12
Enhanced Smell	Smelling clarity is tripled; triple range, triple precision, and easier to identify direction.	10
Low-Light Vision	Light receptors are improved, tripling light availability in low-light environments.	10
Focused Hearing	Can focus hearing on targets at will. Reduces noise and distractions in periphery by 75%.	6
Enhanced Hearing	Hearing range and clarity is tripled.	4
Clear Vision	Clarity of vision is quadrupled, allowing four times the range with equal clarity.	4

## Dissolving Agents

Dissolving Agents are liquid potions that can be poured onto a material to dissolve it, and it will expand toward material of the same type in direct contact. The amount of material dissolved is related to the dosage used.

Name	Description	Doses
Dissolve Wood	Quickly dissolves any non-magical wood or similar bio-materials; 100x its dosage.	10
Dissolve Ceramics	Quickly dissolves any non-magical ceramic material; 50x its dosage.	10
Dissolve Mineral	Quickly dissolves any non-magical stones, ore, and minerals; 50x its dosage.	10
Dissolve Metal	Quickly dissolves any non-magical metal; 2x its dosage.	10

## Flashback Potions

Flashback potions grant someone else's memories of an experience by meticulously copying the neural essence of that individual. When combined with astral memories, the user can be immersed in a full deep-dive simulation. To outside observers the user will appear to be in a drugged, semi-responsive hallucinatory state.

Name	Description	Doses
Flashback	User acquires a stored memory that someone else had once possessed.	10
Deep Flashback	Experience a deep-dive simulation of someone's previous memory.	6

## Impulse Potions

Impulse Potions alter the user's motivations and drives, particularly affecting the limbic system. Too many impulse potions in a short period can cause complications: foreign thoughts and feelings, hallucinations, or even confusion and temporary loss of functioning. Five to ten mental potions per week is considered safe.

Name	Description	Doses
Open Mind	User's open-mindedness shifts up to +25% on a 100% scale.	3
Close Mind	User's open-mindedness shifts up to -25% on a 100% scale.	10
Improve Mood	User's native mood is permanently improved by 50% above normal.	8
Decrease Mood	User's mood is worsened to 75% of its normal state.	8
Increase Willpower	Increases willpower (mental endurance, ambition, etc) up to 150% its natural state.	10
Decrease Willpower	Reduces willpower (mental endurance, ambition, etc) by up to -50% its natural state.	5
Increase Fear	Raises the user's fears based on dosage. Can incite paranoia, cause insanity.	3
Decrease Fear	Reduces or eliminates the user's fears based on dosage. Treats paranoia, anxiety, etc.	10
Increase Inhibitions	User's anxieties and inhibitions are increased by +25% on a 100% scale.	5
Decrease Inhibitions	User's anxieties and inhibitions are reduced by -25% on a 100% scale.	10

## Memory Potions

Memory Potions permanently alter the user's memory, but consume a full dose in the process. These potions are extremely difficult to produce and enchant correctly due to the amount of information it has to parse before taking effect in an expected manner.

Name	Description	Doses
Release Memory	User can think about a specific memory, and release it by utilizing this potion.	3
Recall Memories	Re-experience up to three days worth of memories instantly, as though in a simulation.	5
Blackout	User forgets everything that happened in the last long scene (or scene for a half-dose).	1
Short Circuit	User will forget anything in the next long scene (or scene for a half-dose).	1

# Subconscious Potions

Name	Description	Doses
Shift Consciousness	Can instantly shift consciousness to awake, asleep, in a trance, focused and alert, etc.	15
Dream Mastery	Can fully control all dreams as a deep-dive immersive simulation, such as to study or train.	8
Multiple Focus	Concentrate on two separate trains of thought simultaneously, such as two conversations.	5
Passive Instincts	Increases the user’s instincts and alertness, allowing them to detect subtle changes.	5
Instant Calculation	Calculate math problems at 10,000 times your natural competency.	4
Pattern Recognition	Calculate and discover patterns at 10,000 times your natural competency.	2
Library Mind	The mind researches and studies while asleep using all the knowledge its ever acquired.	10

# Perception Potions

Name	Description	Doses
Thermal Vision	See heat as thermal imaging.	15
Electric Vision	See electric fields and magnetic fields as an aura-like effect.	15
Aura Vision	See and detect auras, including any unique properties of the aura.	8
Detect Spirits	See and hear spirits. Can also feel a light physical sensation on contact.	10
Detect Illusions	See illusions as semi-transparent, allowing you to identify them with ease.	8
Detect Life	See visual “highlights” of living creatures, even through brush and minor obstructions.	5
Enchanted Vision	See the magical energies of enchantments, items, artifacts, wards, spells, etc.	4
Dark Vision	See in darkness as though ambient light is present.	5

# Restorative Potions

Restorative potions create permanent effects from their use, but are expected to be taken in full doses.

Name	Description	Doses
Cure Ailment, Minor	Cures user of non-magical poisons, toxins, and sicknesses. Works in seconds.	5
Cure Ailment, Major	Cures user of non-magical diseases over the course of a few days.	3
Instant Surgery	Dissolves and safely excretes any foreign or unwanted materials from the body in 1 minute.	1

Name	Description	Doses
Heal, Minor	Heals a week’s worth of bed rest over the next twenty seconds.	10
Heal, Major	Heals six month’s worth of recovery over the next fifteen seconds.	2
Heal, Greater	Heals two year’s worth of recovery over the next ten seconds.	(Tier 2)
Heal, Full	Heals back to full health, including missing limbs, over the next five seconds.	(Tier 3)

Name	Description	Doses
Mana, Minor	Double user’s mana recovery speed for fifteen seconds. No cumulative effects.	20
Mana, Major	Triple user’s mana recovery for a full minute. No cumulative effects.	4
Mana, Greater	Quadruple user’s mana recovery speed for five minutes. No cumulative effects.	(Tier 2)

Name	Description	Doses
Rejuvenate	User recovers their physical energy. Eliminates all fatigue and exhaustion.	6