

*Special Item 18: Healing Potion*



# Healing Potion

*Potion, Uncommon*

The standard Healing Potion will heal 7 ( $2d4+2$ ) hit points of damage to the one who imbibes it. A Healing Potion may be split into two “half-potions” but this will slightly reduce the effectiveness. If split, it will only heal 3 ( $1d4+1$ ) hit points of damage. The potion is typically red in color with tiny sparkles of gold in the brine. It is somewhat viscous and may also be poured upon a wound to aid healing (same effect as drinking).