

# d30 Potion Adverse Miscibility Table

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Under regular use, the random magical potion has no adverse effects upon its imbibor and multiple potions of the same type will consistently produce similar results. Some of the potion's effects may be unwanted or less than desirable, but generally speaking all potions work as expected. The expensive and exacting process of distilling a potion is designed to harness the chaotic raw power of magic and to mitigate adverse effects. This work can easily be undone by simply mixing these otherwise stable magical concoctions. If someone was unwise enough to imbibe two or more potions from different sources (i.e. Different potion types or potions of the same type from different production batches) there is a base 10% chance of a wild & unpredictable adverse reaction. It takes some time for the body to metabolize potions, so this possibility exists while under the 1st potion's effects and for one hour afterwards. Potions must be imbibed for there to be a chance for adverse miscibility to occur.

**Using these tables:** Roll 1d30 for each potion mixed, with an adverse reaction occurring if any die comes up with a natural "30" or if two dice come up with the same result. If rolling more than two dice, combine all results (i.e. If rolling 4d30 and the results are "30, 7, 7, and 3" there are four results {30 & 7, 30 & 7, 30 & 3, and 7 & 7}). Ability checks, denoted in caps (i.e. STR, INT, CON, etc) denote duration of effect in given units, also in caps (i.e. DA=Days, WK=Weeks, MO=Month, YR=Years). On a failed check the duration is the number of units the check missed by, with permanency in the case of a Natural 20. On a success it is that unit less the next unit down times the amount succeeded by (i.e. a successful CON/DA check made by 5 would result in 19 hours of effect [24-5], missed by 5 would mean 5 days of effect, and a Natural 20 would mean permanent effect.) In many cases the in-game effects should be adjudicated by the GM, and in a few cases the "adverse" effect may seem positive and the GM is encouraged to substitute with an opposite effect instead to get an appropriately adverse reaction.

## "Main" d30 Result = 30

**Table 1: Mental Disorders/Manias**

Roll	Result
1	Trichotillomania: urge to pull out hair, WIS/WK
2	Coprolalia: Unable to speak without involuntary swearing, WIS/WK
3	Catalepsy: Collapses for 1 round when surprised, CON/WK
4	Mythomania: unable to tell any truth, WIS/WK
5	Truthful: unable to lie, WIS/WK
6	Somnambulism: Sleepwalking, CON/WK
7	Kleptomania: Impulse to steal, WIS/WK
8	Pyromania: Impulse to start fires, WIS/WK
9	Ablutomania: Preoccupation with cleanliness, INT/WK
10	Capnomania: Preoccupation with smoking, WIS/WK
11	Micromania: Aggressively self-depreciative, CHA/WK
12	Onomatomania: Compulsion/obsession for certain words, INT/WK
13	Doromania: Preoccupation with giving gifts, CHA/WK
14	Phagomania: Compulsion to eat food, CON/WK
15	Exhibitionism: Compulsion for public nudity, CHA/WK
16	Hypersexuality: Compulsion for sexual activity, CHA/WK
17	Epomania: Compulsion to write epic poems, WIS/WK
18	Choreomania: Dancing compulsion when witnessing dance, CHA/WK
19	Bibliokleptomania: Compulsion to steal books, INT/WK
20	Dipsomania: Alcoholism, CON/WK
21	Acalculia: Difficulty or inability to perform math, INT/WK
22	Logomania: Compulsion to talk (loquacious), CHA/WK
23	Rhinotillexomania: Compulsive nose-picking, WIS/WK
24	Dromomania: Uncontrollable urge to wander, WIS/WK
25	Necromania: Abnormal attraction to dead bodies, CHA/WK
26	Aphasia: Inability to speak, read, or write, INT/WK
27	Obsessive-Compulsive: repetitive behaviors, WIS/WK
28	Theomania: Delusional belief in ne's own divinity, CHA/WK
29	Egomania: Obsession with oneself, CHA/WK
30	Androphomania: Passion for homicides, CHA/WK

## "Alternate" d30 Result = 30

**Table 2: Phobias**

Roll	Result
1	Ablutophobia: Fear of washing or bathing, WIS/MO
2	Arsonphobia: Fear of fire, INT/MO
3	Bibliophobia: Fear of books, INT/MO
4	Carnophobia: Fear of meat, WIS/MO
5	Claustrophobia: Fear of confined spaces, WIS/MO
6	Dendrophobia: Fear of trees, WIS/MO
7	Disposophobia: Fear of throwing stuff out (hoarder), WIS/MO
8	Eremophobia: Fear of being alone, WIS/MO
9	Electrophobia: Fear of electricity, WIS/MO
10	Felinophobia: Fear of cats, CHA/MO
11	Geumaphobia: Fear of taste (avoids flavor), WIS/MO
12	Hippopotomonstrosesquipedaliophobia: Fear of long words, INT/MO
13	Hypsiphobia: Fear of height, INT/MO
14	Ichthyophobia: Fear of fish, WIS/MO
15	Kathisophobia: Fear of sitting down, INT/MO
16	Lygophobia: Fear of darkness, INT/MO
17	Melophobia: Fear or hatred of music, CHA/MO
18	Methyphobia: Fear of alcohol, INT/MO
19	Numerophobia: Fear of numbers, INT/MO
20	Nyctohylophobia: Fear of dark wooded areas/forests at night, INT/MO
21	Ombrophobia: Fear of rain or of being rained on, INT/MO
22	Pedophobia: Fear of children, INT/MO
23	Pogonophobia: Fear of beards, CHA/MO
24	Rhabdophobia: Fear of magic (esp. magic rods/wands), INT/MO
25	Sinistrophobia: Fear of things to the left or left-handed, WIS/MO
26	Snakephobia: Fear of snakes, INT/MO
27	Theophobia: Fear of gods or religion, WIS/MO
28	Venustraphobia: Fear of beautiful women, CHA/MO
29	Xanthophobia: Fear of the color yellow, CHA/MO
30	Traumatophobia: Fear of injury, WIS/MO

## Two Dice Roll The Same Number

**Table 3: Physical Effects**

Roll	Result
1	Random 1st level magic spell effect replaces potion effects
2	Random 1st level clerical spell effect replaces potion effects
3	Each potion's effects delayed for 1d30 hours
4	Fecal Incontinence: unable to control bowels, CON/HOURS
5	Nervous Tic: unable to cast spells with somatic components, WIS/DA
6	Paresthesia: -10% to all rolls, CON/DA
7	Tone-Deaf: CON/DA
8	Bad tinnitus: CON/DA
9	Color-blind: CON/DA
10	Wasted: Intoxicated for the next four hours
11	Random 2nd level magic spell effect replaces potion effects
12	Random 2nd level cleric spell effect replaces potion effects
13	Explosion: 6d6 damage to everyone within 10' of user
14	Chronic Diarrhea: slows move rate by 1/2, CON/WK
15	Speech Impediment: WIS/WK
16	Sleep Paralysis: Unable to move for 1 hour after waking, CON/WK
17	Deafness in one ear: CON/WK
18	Loss of depth perception: CON/WK
19	Myopic: -1 to attack per 10' distance to target, CON/MO
20	Migraines: 10% chance per day of -1 to all rolls, INT/MO
21	Mute: WIS/MO
22	Random 3rd level magic spell effect replaces potion effects
23	Random 3rd level cleric spell effect replaces potion effects
24	Short-term memory loss: INT/MO
25	Hemophilia: all damage taken is +1, CON/MO
26	Anosmia: CON/MO
27	Deafness (complete): CON/MO
28	Blindness (complete): CON/MO
29	Roll on Table 1: Mental Disorders/Manias (MO duration instead of WK)
30	Roll on Table 2: Phobias (YR duration instead of MO)