

POTIONS

Potion of Absorption

Grants protection against a kind of energy.

- **Drinker chooses the energy**
absorbed: Fire, lightning, cold, gas or acid.
- **Absorption:** Character ignores 10 points of damage per round.

Potion of Anti-Magic

Dispels magic of certain kind.

- **Negates:** *Charm*, *Geas* and curses.

Potion of Antivenom

Has one of two effects on the character who drinks it:

- **Prevents poisoning:** For the potion's duration.
- **Curing poisoning:** Poisoning effects are negated. A character who has died from poisoning can be revived, if potion is drunk within ten rounds.

Potion of Arcane Comprehension

Grants two effects on the character who drinks it:

- **Understanding:** This works in the same way as the magic-user spell *Read Magic*. The standard potion duration applies.
- **Scribe:** Copy spells from a source to spell book without failure.

Potion of Blindness

Appears the same as any other potion.

- **Effect:** Causes blindness for the potion's duration, without a saving throw.
- **Sipping:** Even a sip has the full effect.

Potion of Clarity

Releases from mind-affecting spells.

- **Negates:** *Confusion* and *Feeblemind* spells.

Potion of Cold Breath

Grants the power to use a breath weapon like a white dragon.

- **Frequency of use:** Up to 3 times.
- **Area:** A cone of cold: 15' wide at the far end, 20' long.
- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

Potion of Cold Resistance

Grants protection against cold.

- **Normal cold:** Unharmed by non-magical cold.
- **Save bonus:** Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Potion of Deterioration

Appears the same as any other potion.

- **Effect:** Destroys a character's equipment in possession.
- **Magic items in possession:** Makes a **save versus spells** using the character's saving throw values to survive. Items that grant a bonus in combat (e.g. magical weapons and armour) apply this bonus to the saving throw.

Potion of Extra-Healing

Restores 3d6+3 hit points of damage.

This cannot grant more hit points than the subject's normal maximum.

Potion of Fire Breath

Grants the power to use a breath weapon like a red dragon.

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- **Frequency of use:** Up to 3 times.
 - **Area:** A cone of fire: 15' wide at the far end, 20' long.
 - **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

Potion of Infravision

Drinking this potion grants infravision 60'.

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- **Small doses:** At the referee's discretion, a potion of invisibility may be consumed in six smaller doses, each with a reduced duration.

Potion of Insomnia

Prevents induced sleeping and magical numbness.

Potion of Life Persistence

Has one of two effects on the character who drinks it:

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- **Prevents:** Instant death and disintegration effects.
 - **Restores a character:** From Instant death and disintegration effects.

Potion of Lightning Breath

Grants the power to use a breath weapon like a blue dragon.

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- **Frequency of use:** Up to 3 times.
 - **Area:** A line of lightning: 5' wide, 30' long.
 - **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

Potion of Lightning Resistance

Grants protection against lightning.

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- **Normal lightning:** Unharmed by non-magical lightning.
 - **Save bonus:** Gain a +2 bonus to all saving throws versus lightning-based magical or breath attacks.
 - **Lightning-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Potion of Macro-Healing

Restores 6d6+6 hit points of damage.

This cannot grant more hit points than the subject's normal maximum.

Potion of Madness

Appears the same as any other potion.

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- **Effect:** Causes the drinker to fiercely attack anyone in sight for 1d6 rounds.
 - **Sipping:** Even a sip has the full effect.

Potion of Magic Resistance

Raises drinker's ward.

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- **Effect:** +4 bonus against all saving throws against magic.

Potion of Mess

Character's mind becomes utterly confused.

● **Turmoil:** Roll 1d4 to know the potion effect for its duration:

1: Can't do any actions.

2: See allies as enemies.

3: Give away its weapon or magic items.

4: Wander off at referee's discretion.

● **Sipping:** Even a sip has the full effect.

Potion of Necrophagy

Grants protection against unfit food and drink

● **Vulture habits:** Poisoned, rotten, spoiled, or contaminated food and drinks may be consumed safely.

Potion of Nutrition

Grants enough sustain for a week without food or water.

Potion of Panacea

Cures the character of any disease. This works in the same way as the cleric spell *Cure Disease*.

Potion of Paralysis

Appears the same as any other potion.

● **Effect:** Causes paralysis for the potion's duration, without a saving throw.

● **Sipping:** Even a sip has the full effect.

Potion of Petrification

Appears the same as any other potion.

● **Effect:** Causes petrification (save vs petrify).

● **Sipping:** Even a sip has the full effect.

Potion of Silence

Appears the same as any other potion.

● **Effect:** Causes muteness (conversation and spell casting are impossible) for the potion's duration, without a saving throw.

● **Sipping:** Even a sip has the full effect.

Potion of Silver Tongue

Grants the power to speak and understand any language within 60'.

Potion of Stonebreak

Has one of two effects on the character who drinks it:

● **Prevents petrification:** For the potion's duration.

● **Curing petrification:** Petrification effects are negated.

Potion of Truth

The drinker becomes unable to lie.

Potion of Arcane Comprehension

This works in the same way as the magic-user spell *Water Breathing*.

Potion of Weakness

Appears the same as any other potion.

● **Effect:** Causes the one who drinks STR being reduced to 3 for the potion's duration.

● **Sipping:** Even a sip has the full effect.