

## 2.X Potions

Potions are chemical concoctions made from herbs that have special qualities. Most potions can be purchased. However, these purchased potions tend to be very weak and stronger potions are both costly and rare to find. The making of potions requires the brewing discipline and other associated disciplines can improve or enhance how the potions turn out. Each potion that's made is considered to be one dose. The number of doses used at a time, as well as the strength of the potion, determine the effect. The added effect works much like multiple amounts of damage, where the largest amount, plus half of each of the rest, determines the final effect. For an example, making a trap with two explosive potions would be two doses. If one has the effect of 31 damage and the other is 14, then the final damage would be 38 (31+7). Potions that cause an effect by contact rather than being drunk can be strapped to arrow and bolts, unless otherwise stated. This reduces the range of the missile weapon by half (only vials can be used this way, not bottles).

Each potion's quality is measured in its points of potency. The effects will often say things like 'recovers 1d12 HP/point of potency'. Brewed potions have a potency of the wisdom subskill divided by ten (round down). If the roll is nine or less, it fails and the ingredients are wasted. Purchasable potions most often only go up to the effect of one or two, so herbalists can easily outdo most bought potions.

Potions:

Name- The name of the potion.

Price- The cost when purchased from stores is this times the potency. Potions of the potency of two are uncommon and the potency of three is rare. Higher potencies are almost never found. Many potions can't be purchased and in this case no price will be listed.

Ingredients- What ingredients need to be mixed together to make the potion. There may be special level, material, class, or other requirements in order to make the potion. If so, it will say this here. It will also state if the potion has a maximum potency, required brewing difficulty, or other special things associated with making the potion. Ingredients are listed with shortened names based on what they are (such as "Casantas Mushrooms" is simply called "Mushroom"). All of the shortened names use part of their original name and are obvious enough that there shouldn't be any confusion. Below is a list of the ingredients and their common uses.

Casantas Mushrooms	Covers taste	Fireberry	Combustion
Four Leaf Clover	Luck	Lea Sand	Holds magic
Ritter Weed	Breath underwater	Sulfur	Burning
Blood Moss	Speech with the dead	Blue Fauna	Preservative
Nesin Root	Darkness	Setaasile Sap	Substance
Stardust Flower	Light or flashes	Carcata Shell	Absorbing magic
Icerian Powder	Cold and ice	Root Coal	Heat and indestructibility
Stem of Luranda	Healing	Terera Soil	Counters magic
Aracnis Silk	Adhesive	Dragon's Blood	Strengthening
Holy Water	Harms undead	Fairy Dust	Sedative
Flotile Acid	Acid	Phoenix Ash	Conjuration
Serpentine Venom	Lethal poison	Unicorn Horn	Undead life
Some of the special ingredients and their uses are:			
Deadly Nightshade	Non-lethal poisons	Wolfs Bane	Potency

Description- Brief description of the potion and its effect.

### Recovery

#### Tonic

Price: 10

Ingredients: 5/10 Mushroom, 2/10 Stem

Description: Red potion that recovers 1d12 HP (minimum roll of 4)/point of potency when drunk. A fast acting medical remedy for mild injuries, it helps speed blood clotting of open wounds and prevents infection.

#### Greater Remedy

Price: 55

Ingredients: 1 Mushroom, 4/10 Stem

Description: A quick and effective healing potion, generally more potent than a simple tonic. It recovers 10% of the drinker's hit points/point of potency.

#### Fortification

Price: 45

Ingredients: 1 Mushroom, 2/10 Fauna, 2/10 Sap, 2/10 Stem

Description: Often used just before a fight, this green brew increases the character's current number of HP by 5%/point of potency. This can increase the number of hit points beyond the maximum (see Changes in Hit Points or Mana in the game rules section (1.3)).

#### Either

Price: 10

Ingredients: 5/10 Mushroom, 2/10 Shell

Description: This is pale blue liquid that clears its drinker's mind, recovering 1d10 mana (minimum roll of 3)/point of potency.

#### Clarity

Price: 65

Ingredients: 1 Mushroom, 6/10 Shell

Description: Powerful potion of the darkest shade of blue. It clears and focuses its drinker's mind, doubling their

concentration for a number of rounds equal to double the potency. It also recovers 7% of the drinker's mana/point of potency.

Herald of Genius Price: 50 Ingredients: 1 Mushroom, 2/10 Fauna, 2/10 Sap, 3/10 Stem

Description: Used by spellcasters to either to cast a great spell or use a great deal of magic in succession, this greatly increases the amount of magic a character can use. It increases the character's current amount of mana by 5%/point of potency. This can increase the character's mana beyond the maximum amount (see Changes in Hit Points or Mana in the game rules section (1.3)).

Elixir Price: 18 Ingredients: 1 Mushroom, 2/10 Stem, 2/10 Shell

Description: Bitter tasting orange potion that recovers 1d8 HP and mana (minimum roll of 2)/point of potency when drank.

Rejuvenation Price: 80 Ingredients: 1 Mushroom, 2/10 Sap, 5/10 Shell, 5/10 Stem

Description: Swirling red and blue mixture making the most potent potion for recovery. The character will regain 10% of their HP and mana/point of potency. This will also end any conditional effects and temporary magical ailments (generally curses). For a number of rounds after drank equal to the potency the character will continue to recover 10% of their hit points and mana (if they have lost any).

Dilution Price: 5 Ingredients: 2/10 Fauna, 1/10 Acid

Description: A chemical concoction that shifts between being an acid and a base so that it is the opposite of whatever surface it is on. This counters the effects of any acid or base it comes in contact with by 10/point of potency.

Antidote Price: 5 Ingredients: 3/10 Mushroom, 2/10 Sap

Description: A fast acting, green antidote to most poisons, reducing the effects of the poison by 10/point of potency.

Thawing Price: 7 Ingredients: 1/10 Sulfur, 1/10 Fauna, 1/10 Acid

Description: Warm, clear liquid that heats anything it touches to around a hundred degrees Celsius. To gradual an effect to be very effective to scold enemies, this is mostly used to warm cold characters or thaw those who are frozen. This reduces the percentage effects of cold damage by 7%/point of potency.

Sefa's Release Price: 12 Ingredients: 1/10 Fauna, 1/10 Soil, 1/10 Acid

Description: Designed to weaken the bonds of any surface it touches, this potion is used for a variety of purposes. Recreationally it is used to ease tense muscles. It is also used to weaken locks, shields, and other hard materials, reducing its toughness by 10%/point of potency for six rounds. However, it's most famous use is as a treatment for petrification, weakening the stone that entombs a character. This reduces the duration by petrification by double the potency in rounds. At most the petrification can last ten minus the potency in rounds after the potion has been applied (this is also the potion's effect if the petrification would last indefinitely). This can also be used to instantly cure paralysis.

Purification Price: 35 Ingredients: 1 Mushroom, 1 Clover, 2 Fauna, 2 Sap

Description: Though not as effective as other potions of recovery, this can cure a wide variety of ailments. Any negative conditional effect, as well as its duration, is reduced by 5%/point of potency. This doesn't effect magical effects like curses. Any diseases or illness is cured in a couple of rounds.

Grim's Keeper Price: 25 Ingredients: 5/10 Mushroom, 2/10 Clover, 4/10 Fauna

Description: A simple medical treatment that preserves the dying until they can be taken to a proper healer. This will prevent further loss of life by poisons, blood loss, and other conditions that are harming the character. When drank, the character falls in a deep slumber for the duration of the potion which is the potency in hours (the potion won't have any effect if the drinker resists falling asleep). The effects will end, waking the character, if they are harmed.

Pick Me Up Price: 30 Ingredients: 1 Mushroom, 2/10 Sap, 2/10 Stem, 1/10 Blood

Description: A putrid tasting, but fast acting remedy for crippling injuries. Most often given to those who have collapsed (fallen below one hit point), this recovers the character to 10%/point of potency of their maximum hit points and wakes them up after three rounds. This has no effect if the character's dead.

Lifeline Price: 50 Ingredients: 1 Mushroom, 4/10 Clover, 2 Dust, 2/10 Stem

Description: The drinker of this potion feels that they have been detached somewhat from their body, yet it also strengthens their will for life. For the duration of the potion's effects (three rounds/point of potency) the character won't respond to pain, mind altering effects, or even death. Regardless of injuries, the character may take actions as if they were in perfect health (with the exception of physical impossibilities, like the use of a lost limb). For the duration of the potion's effects, they may be brought below the normal negative number of hit points that would kill them, and still be treated as a living character (normal healing spells can still save them rather than reviving ones).

Breath of Life Price: 60 Ingredients: 3 Clover, 2 Moss, 1 Stem

Description: Smelling of exotic flowers, this drought is powerful enough to return characters from the brink of death. When poured into a character's mouth, the character will begin to glow. If left undisturbed for a full day, the wounds will heal and at the end of the day, the character will revive. Any loss of limbs will simply have skin grow over the stumps. This must be used within a number of days equal to the potency and the body must also be relatively intact (the loss of a head or mutilation may make this impossible). If the body is disturbed (moved at all) before the character

returns to life, the potion will lose its effect.

### **Empowerment**

**Whisper of Valor** Price: 25 Ingredients: 5/10 Mushroom, 3 clover, 3/10 Sand, 7/10 Moss

Description: Some say that those who drink this hear the voices of the Valkyries. Others say it simply fools the mind into bravado. Regardless, this potion instills in its drinker a powerful sense of courage and resolve. In fact, often their resolve is so powerful that it impairs their sense of judgment as to what they can do. For the duration of the potion, which is three times the potency in rounds, the drinker is immune to fear, mind altering effects that concern their intent to do something (like hypnosis), and even to changing their own mind. Each dice on skill rolls (with the exception of the wild), have the minimum roll of half the potency.

### **Harm**

**Molotov Cocktail** Price: 20 Ingredients: 2 Berry, 3 Sulfur

Description: A simple incendiary device. Upon contact, the fireberries ignite the sulfur, dealing **fire damage (1d10+3/point of potency)**.

**Tear of the Sun** Price: --- Ingredients: 3 Berry, 7 Sulfur, 2 Fauna, 1 Blood (Required Level: 9)

Description: Made of unstable and explosive ingredients, these are never found in shops. A great deal of jousting or harm by an attack will cause it to explode prematurely. Whether by accident or purpose, the potion deals **fire damage (2d10+13/point of potency)**. A very powerful explosive in its own right, its real power comes from the dragon's blood, which taints the flames so that they won't die. This has the same effect as the eternal flames spell (see fire magic (2.X)). This potion is too heavy to be attached to missile weapons.

**Grave Bane** Price: 50 Ingredients: 5/10 Sand, 5/10 Sulfur, 2 Flower, 3/10 Soil, 3 Water

Description: Feared by all who are not living. This potion is common among hunters of evil and darkness. Having an area effect of three yards, this deals 2d10+10 damage/point of potency to evil creatures and characters. This damage is doubled against undead, tripled against demonic creatures, and six times its normal amount against demonic undead. Transparent creatures are harmed if they are undead and/or demonic.

### **Poison**

#### **Other**

**Dispersion** Price: 40 Ingredients: 1 Sand, 1 Soil

Description: When this pale liquid comes in contact with magic it disperses it. A very common potion and useful potion, it is used to counter all types of magic. If used on a summoned or magically created creature, it deals 2d6 damage/point of potency (no defense is applied). It reduces magic with a set duration by the potency in rounds. If the magic doesn't have a set duration, it reduces its effect by three times the potency. This doesn't work on artifacts or magic that the game master designates as immune.