

Potions, Pastes and Salves

There are a huge variety of potions available to the characters. Potions do pretty much anything; the down side to them is that most potions have a very short duration.

Potions have the universal characteristic that you have to drink them. This means that the character must be able to pop the lid off the potion bottle and drain the contents of the vial into his or her mouth. This is not the easiest thing in a fight, although definitely possible. The following is given as guidelines for drinking potions during battle. These guidelines differentiate between short duration potions and long duration potions (explained below)

Short Duration Potions

- You must have a potion prepared beforehand if you want to drink it in battle. This means that the potion must be in a place that allows the character to quickly and easily grab it when things heat up.
- Only four potions may be prepared at a given time (there are only so many spots available that allow the quick pull of potions).
- On the round that the character pulls and drinks the prepared potion, he or she must add 8/1d8 to his or her current combat action. A character that can make a *Combat Skill* check does not have to do this. This means that a character casting a spell or using a weapon to make a melee attack, must add 8/1d8 to his or her combat rank unless the *Combat Skill* check can be made. Please remember, if your final rolled attack or spell rank is 25 or greater, you lose your attack for that combat round.
- The affects of the potion will start on the following combat round unless stated otherwise in the potions description.
- The affects of the potion will last for the entire battle unless stated otherwise in the potions description.
- Short duration potions that are taken outside of combat and do not list a *Duration*, will last 4d6 combat rounds. If the character enters combat 1 or 2 rounds after drinking the potion, then the potion lasts for the entire battle (no need to roll).
- If the character takes damage from a fall, there is a chance that prepared potions will break. Roll 1d20 for each prepared potion. If the roll is equal

to or less than the damage taken, the vial holding the potion in question breaks.

- The character may mix short duration potions and long duration potions without ill affect. However, if the character takes two or more short duration potions at one time, then he or she may find that their magic does not work well together. See **Taking Multiple Potions** below.

Long Duration Potions

- Long Duration potions are potions that last for 6 or more hours.
- Long Duration potions can be taken at any time by the character. Since they can have very lengthy durations, it is assumed that the character will keep long duration potions in a safe place (where the containers will not break). This means that drinking them takes a full combat round.
- A long duration potion starts to affect the character at the end of the combat round upon which it is taken (if this is critical to know).
- The character may mix long duration potions and short duration potions without ill affect. However, if the character takes two or more long duration potions at one time, then he or she may find that their magic does not work well together. See **Taking Multiple Potions** below.

Pastes and Salves

Pastes and Salves have to be applied to the surface of an object. Like potions they tend to have either an instantaneous effect or a very temporary affect (i.e., put the salve on the wounds and they immediately heal). Use the following rules when you make use of Pastes and Salves. Although I use the word Pastes exclusively in the following points, the points cover the use of Salves as well.

- Pastes are applied to the surface of objects. Pastes require the use of the *Arcana* skill if they are to be used without error (i.e., you apply an even coating that does not miss any spots). You must make an *Arcana* skill check at -10 on the dice roll to use a paste properly (this means that anyone can try to use a paste, but only those with an *Arcana* skill level of 10+0 or higher will use it without messing things up).
- It takes 1d3 combat rounds to coat an item.
- The affects of the Paste will start on the following combat round (once the item has been

coated in the paste) unless stated otherwise in its write-up.

- If a Paste does not list a Duration (or have an implied duration) then it will last 4d6 combat rounds, or until the end of battle; whichever is more. If a Paste is applied during battle, or if the character enters combat 1 or 2 combat rounds after applying a Paste, its affects will last for the entire battle (no need to roll).

Balms

Balms are very similar to Pastes in that they must be applied to the surface of an object. They are different in that they are used in the creation of permanent magical affects and are therefore treated in a separate document on making magic items.

Thrown Potions

Some potions are thrown. This is written up in the description of the potion. If a potion is thrown, then no other action may be taken that combat round (it is your attack that round). The speed dice used when throwing a potion is 2d8.

Identifying Potions

A character must make a roll on either his Arcana or Research skill to identify a potion.

- If the Research skill is being used, then the character must have access to a level 1 (or higher) library.
- If the Arcana skill is being used, the character must have access to at least a level one lab or mage workshop.
- Identifying potions does take a bit of time, 1d4 hours per potion.
- A character may try to use one skill to identify a potion, and having failed, may attempt to use the second skill. If the second attempt to identify a potion fails, then that character cannot identify that potion.

Identifying Cursed Potions

Now I get to tell you the really bad new. Cursed Potions are made to appear as non-cursed potions (cursed potions are much less effective if someone can identify them as cursed). This means that there is normally no way to identify such potions. However, a character with the Sixth Sense skill can make a Sixth Sense Skill check just before he or she takes the potion. A successful skill check will tell him or her that they should not drink the potion (it will not give any other information).

Paying for Potion Identification

The standing price charged by magic users to ID potions is the right to keep one potion out of each 10 they identify. They have the choice as to which one they will keep. This will suck for the characters but it gets worse. Magic users are often very busy doing their own things. It is not unusual for a magic user to take 1d3 weeks to identify a small group or set of potions.

Rolling for Potions, Pastes and Salves

If you are going to put potions, pastes and Salves, within an adventure, roll on the following table to determine what the characters find.

Roll 1d100	Table
01-24	1d2 rolls, Potion Table
25-49	1d3+1 rolls, Potion Table
50-74	1d2 rolls, Potion Table 1 roll, Special Potion Table
75-94	1d2 rolls, Potion Table 1 roll, Magic Paste & Salve Table
95	1 roll, Special Potion Table
96	1 roll, Magic Paste or Salve Table
97	1d3+1 rolls, Potion Table +1 roll, Special Potion Table
98	1d3+1 rolls, Potion Table +1 roll, Magic Paste or Salve Table
99-100	Roll percentile twice more. If either result is a 99 or 100, then the result is a cursed potion (use Cursed Potion Table). In this case, the second dice rolled can be used to determine what other potion(s) come with the cursed potion (might even be another cursed potion). If neither dice is a 99 or 100, then use the results of both rolls to determine the number of potions present.

Strength of Potions

The potions found by the character's are normally considered the weakest available. If you are randomly placing potions in a dungeon, you can list just the name, realizing that the cost of the potions is that listed on the table. If you do go for stronger potions, then you will have to make rolls to see how strong the potions are. The different strengths are listed in the potions write up (generally you will use a d20 to determine strength). I myself like to see the players build stronger potions and not just find them (but this only happens after they become rich).

Cursed Potions

When you roll up a cursed potion, you use the Cursed Potion Table to determine what exact affect the potion will have when taken. A cursed potion is also given a secondary "identifiable" affect. To determine what this affect is, make a roll on the Potion Table. This roll will determine what the potion will appear to be.

The effects of a cursed potion last exactly as long as the effects of the potion it is supposed to be. Even with this though, the character does not gain the benefit of the identified effect (i.e., if the potion was water breathing, then only the cursed effect is felt).

As Legend Weaver you should be careful with the use of Cursed Potions. I normally try to place no more than 1 or 2 cursed potions in 3 or 4 adventures. I try not to use them as punishment to the character but as a way to add fun to the game.

Taking Multiple Potions

Long duration potions are classed as any potion whose effects last for 6 or more hours. All other potions are considered short duration potions. This means that a character can make use of a long duration potion (such as shape change) and still take a potion during battle (such as healing) and not have to worry about problems.

When you mix multiple short duration potions or multiple long duration potions, you may find that the released magic combines in very bad ways. The chance that something bad will happen depends on the number of potions going in your system at any one time. Remember, you do not have to worry about mixing short and long duration potions, you only ever have problems by mixing multiple short duration potions or multiple long duration potions.

# Of Potions	Chance of Problem
1	0%
2	10%
3	30%
4	60%
5 or more	90%

Mixing potions before they are used ruins the potions (totally destroys the magic within the mixtures). Refer to *Making Potions, Pastes and Salves* below for a clue as to why it works this way.

Every time you consume two or more potions, you have to roll to see if there is a reaction. Since no two potions are alike, there is no way to know if the effect felt by mixing two potions will be the same the next time you mix similar brews.

Making potions compatible (i.e., no chance of a bad interaction) is lost knowledge in the world of Panjere. Ancient civilizations actually had the ability to make such potions. Not only that, but the potions they did make often had multiple affects (i.e., two affects like fly and strength at the same time).

Examples:

Brute drinks a potion. On the following round he drinks a second. The Legend Weaver rolls percentile knowing that there is a 10% chance for a problem. On the following round Brute drinks a third. It is a healing potion but may interact with the first two (since they are both still in affect). The Legend Weaver rolls percentile. There is now a 30% chance of a problem. On round four, Brute drinks a fourth potion. Since potion 3 was a healing potion, its magic was used in the round it was consumed. This means that with the drinking of the fourth potion, only three potions are actually active in the characters system. The chance for a problem is 30%.

Brute lives to fight again. On round one of this fight he takes a healing potion. He follows this up on round two with another healing potion. Both potions work on the round they are consumed, so there is no problem with their affects combining and becoming a problem.

Brute is now in a third fight. He takes a potion that lasts for the entire battle on round one. On round two he drinks a healing potion. Chance for a problem is 10%. On round three he drinks another healing potion. The affects of the first healing potion lasted for the round it was taken. This means that there is only one other potion in affect in Brute's system when he takes the second healing potion. Chance for a problem is 10%.

Problems When Mixing Potions

If a problem shows up, roll on the following table to determine what happens.

- 1 Combat / Skill / Casting Penalties
- 2 Damage
- 3 Death
- 4 Paralyses
- 5 Poison
- 6 Sight Problems

Combat / Casting Penalties

Have the character roll 1d12. This figure is added to all weapon, casting and / or adventure skill checks.

If the Legend Weaver wishes, he may make this affect more specific (say 2 in 6 chance it with affect either Combat, Adventure skills or Casting skills. If this is the case then the penalty should be 6+3d4. The character retains the penalty until one of offending potions wears off.

Damage

The character takes damage from the potion. When the character drinks the potion have the player roll a d4 and consult the table below. After the damage is taken, all the potions taken work as normal.

- 1 Loose half the character's remaining wounds
- 2 The character is left with one wound
- 3 The character takes 3d6 damage with no way to lessen or negate the damage.
- 4 The character takes 4d12 damage with no way to lessen or negate the damage.

Death

The character grabs his chest, screams in agony and collapses on the ground. There is a straight 25% chance the character will die outright and bringing him or her back to life will cost twice the normal amount (i.e., twice the normal amount of soul points). If the character does not die outright, the character goes to zero wounds and makes an immediate rate of death roll.

Paralyses

The character drinking the potion is instantly paralysed and cannot do anything until the effects of one of the potions wear off.

Poison

The character suffers from the affects of poison. Damage done by the poison is 2d10. Damage time is 1d3+1. The effects go away after one of the responsible potions has run its course (this is a really bad result if you are mixing long term potions). The character's WR rolls do come into play and healing will restore lost wounds as normal. If this does kill the character, then the group will want to wait for the potion's affect to end before bringing the character back to life (if that is an option).

Sight Problems

This problem makes the character go blind. All sights including special sights are lost until the affects of one of the responsible potions wear off. If currently engaged in combat, the appropriate skills will allow the character to continue to fight.

Making Potions, Pastes and Salves

The following table sums up what is needed if the character wishes to make potions, pastes and salves.

Cost	Library	Arcana, Herbalist, Research
<200	1	2d4
<400	2	1d4+1d6
<600	3	2d6
<800	4	1d6+1d8
<1000	5	2d8
<1500	6	1d8+1d10
<2000	7	2d10
<3000	8	1d10+1d12
<4000	9	2d12
5000+	10	2d20

Cost:

Cost is the cost of the ingredients that went into making the potion (i.e., if you had a cost of 155 talons then you would be on the <200 row of the table; a cost of 2560 would put you on the <3000 row on the table. **Please Note; you always use the potion's Cost of Ingredients as listed on the potion tables, even if you are modifying the cost in order to make a stronger version of the potion.**

Library

The character must have access to a Library and an equal level workshop to perform the work. The cost of ingredients (as taken from the potion tables) is used to determine the required level of the library and workshop.

Arcana, Herbalist and Research

These are the skills needed to make magic potions. You need the bonus synergy that comes with these skills. Since skill synergy bonus comes back at a rate that is equal to the character's natural healing rate, it means that there is a crimp on cranking out the potions. When the potion is made roll the amounts indicated. If you have the points to cover the cost, then success is automatic. If you are shy then roll against the skill adding one to the dice for each point you are short. Any failed roll means the potion is not made.

Potion Strength

The character can normally make stronger versions of a potion. When this is possible you will find

something close to the following in the potions write-up.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

The modifier is used to determine the cost of materials as well as the final selling price of the potion. It is also used to determine how much additional skill is required to make the potion as shown by the following.

Modifier	Addition Skill Cost
1.5	+1d4
2	+1d6
3	+1d8
4	+1d10

For example, if you were working off of the following table row, you would know that you needed 2d8 bonus synergy in the Arcana, Herbalist and Research skills.

Cost	Library	Arcana	Herbalist	Research
<1000	5	2d8	2d8	2d8

If the potion you wanted to make had a *3 modifier, you would have to add +1d18 to the cost of each skill when trying to make the potion. The final cost in each skill would be 3d8.

The level of the research lab and library does not change when you are making stronger versions of the same potion.

Time to make

The time taken to make a potion is equal to the level of the workshop / library that is required to do the work. Thus if the potion requires a level five workshop and library, it will require five days of work to make.

Magic users hate being interrupted in their work. Why do you think this is? **Because each time they are interrupted, they have to make a skill check to pick up where they left off!** Getting a potion to work is an incredible balancing act. Put in a grain too much of one material and you are running to the library to figure out what counter agent you have to use to get the materials in balance again. Then in the middle of it all, some idiot barges into your workshop and goes “Ya, just thought I would check in and see whatcha been up to. Never had the knack but always thought magic was way cool. Wow, what’s that green stuff in the beaker? Dang, really sticks to your finger, don’t it. Oooo, smells really good though and tastes great, just like mint... hay, why you looking at me like that?”

Ingredient Rarity

Cost indicates rarity meaning that if the Legend Weaver wishes, he has the right to say that the ingredients for every potion cannot always be bought off the local shelf. This means that the ingredients for potions that have a cost to make of 3000 talons or more (as taken from the potion tables), may require a quest of some type, just to get the ingredients.

Making Cursed Potions

As a rule of thumb, the cursed potion is the hardest to make. You have to make a potion no one really wants to tell you how to make (it could always end up coming back on them) and you have to make it so that everyone thinks it is something else.

To begin with, cursed potions require a level 10-research library and work area. In addition to this, you have to pay the cost of the covering potion plus an additional 7000 talons to make sure it will identify correctly (you are not actually building the covering potion, just making sure the cursed potion identifies as something other than cursed). Lastly, once you are done, keep your mouth shut; don’t go running around town bragging about your Polymorph the King to a Toad Potion. Not wise unless you want to be bound and gagged and tossed in a dungeon for the few days that remain before your execution.

Like any very expensive potion to make, it may require a special quest if you want to find the ingredients that are needed in the construction of a cursed potion.

Dual Affect Potions

It should be noted that some entries on the potion tables call for multiple rolls on the table, with the results being combined into a single potion. These potions are

considered to be carryovers from very ancient times. The knowledge needed to make such potions has been lost by the character’s time. The best that can now be made by the characters are cursed potions (i.e., a potion that actually detects as something other than what it is).

- For the purposes of mixing potions, Dual Affect Potions (when rolled on the table) are considered single potions even though they may have 2 or more affects

Library and Lab

The character is going to want to own his or her own library and lab. Besides the cost of the building itself, the library will cost 100,000 talons per level and the lab will cost 10,000 talons per level. This means that the final cost of a level 10 library and lab is on the order of 1.1 million talons, plus building (which by all rights should cost 2 to 5 mil in its own rights).

Renting a Library and Lab

The character may not own a library and lab but may be forced to rent space in one. Most magic users are loath to let someone else use their equipment but it is not unheard of. Generally, for those that do rent out space, they charge by what is made, meaning the cost of producing a potion is double normal. This means that if the potions cost (cost of ingredients) is listed as 500, the final cost would be 1000, half of which would go to the owner of the library and lab.

Selling Player Made Potions

The sale value of the potions is based on the skill of the character. However, it is not really reasonable to assume that a high level character that makes high value potions is going to sell them below cost. Nor is it fair to assume that a high level character is going to have all of the appropriate selling skills.

A character that has the money to buy a building and outfit a lab and library is going to have a certain level of reputation. With a character that wealthy, it is reasonable to assume that he or she would find some way to sell what he or she produces. You do this by finding someone who sells on behalf of the character (a middleperson). Whoever this person is, he or she would sell items made by the character and would take a percentage of the sale as commission. This means that a high level character will eventually find some merchant somewhere and work a deal.

If the character does this, then the deal is basically as follows.

The character makes the potions and then sends them off to be sold. The character receives 70+1d20 percent of the retail-selling price for the potions that he or she makes. The remainder goes as commission to the seller.

Example of making a potion

The character decides to make a potion that has a cost (in materials) of 4000 Talons. The appropriate section of the cost table is reproduced below.

<1500	6	1d8+1d10	1d8+1d10	1d8+1d10
<2000	7	2d10	2d10	2d10

Potions are not a mass produced item. Each potions formula is unique and only roughly based on the last one made (even if the same potion). The reason both a research library is required as well as a laboratory is because the character must be forever adjusting the actual formula to get the desired results.

Since the price is 1500 Talons, you must go to the <2000 row. The character needs a level seven library and lab to make the potion. The character has the following skill levels:

Arcana: 18+24
 Herbalist: 18+12
 Research: 18+17

The potion requires 2d10 bonus synergy from each of the skill skills. The three rolls are 14, 18, and 8. The character makes the Arcana and Research skill checks. Since he failed to make the Herbalist skill check, he uses a point of luck to re-roll. The character re-rolls the 2d10 and comes up with a 14. If the character had rolled 12 or less the potion would have been an automatic success As it is, the character must roll on his Herbalist skill adding 2 to the dice roll (the character must add in to his skill check the shortfall in the herbalist skill (he needed a 14 but only had 12 in bonus points in the skill). His skills now look like this, with the character rolling against his Herbalist skill while having to add 2 to the dice roll.

Arcana: 18+10
 Herbalist: 18+0
 Research: 18+9

The character rolls against the Herbalist skill and rolls a 19. Leaving at this, the potion is a failure. However, this is a new skill check and the character can use luck to re-take the roll. On the second roll, the dice comes up a 14. Even with the +2 he still makes the Herbalist skill check. He has created the potion. The total time taken to make the potion is 7 days (using the rule of thumb that the number of days required to make a potion is equal to the level of lab required to make it).

Potion Table

Potion Name	1d100	Ingredient Cost	Cost to Buy
Acid spit	1	700	2100
Anti hangover	2	150	450
Armour	3	700	2100
Awareness	4	400	1200
Balance	5	400	1200
Ball lightning	6	700	2100
Become gas (gaseous form)	7	500	1500
Berserk Rage	8	400	1200
Breathe Poison Cloud	9	600	1800
Burst of speed	10	200	600
Bush sight	11	200	600
Chameleon	12	300	900
Change Weight	13	200	600
Cold Resistance	14	500	1500
Cure Blindness	15	300	900
Dark Sight	16	200	600
Dispel Potion Magic	17	1200	3600
Display Aura	18	200	600
Electric Touch	19	500	1500
Electrical Resistance	20	400	1200
ESP	21	500	1500
Fall Balance	22	200	600
Fight Balance	23	200	600
Fire Breath	24	500	1500
Fire Burst	25	600	1800
Fire Resistance	26	400	1200
Flying	27	300	900
Fog Bomb	28	200	600
Food	29	500	1500
Frost Resist	30	400	1200
Future Heal	31	500	1500
Healing	32	300	900
Hold Soul	33	900	2700
Ice Touch	34	400	1200
Increase Character Wounds	35	700	2100
Increase Power	36	400	1200
Intensify Hearing	37	300	900
Invisibility	38	700	2100
Iron Fist	39	500	1500
Jump	40	200	800
Levitate	41	300	600
Life Sight	42	700	2100
Light Blast	43	300	900
Light Bomb	44	600	1800
Longevity	45	3000	9000
Love Potion	46	200	600
Meld	47	400	1200
Melt	48	300	900
Minor Gravity Control	49	600	1800
Neutralize Poison	50	200	600

Potion Table, Continued

Potion Name	1d100	Ingredient Cost	Cost to Buy
Night Sight	51	300	900
No Drunk	52	200	600
Oil Patch	53	500	1500
Phase Hand	54	1500	4500
Poison Bomb	55	2000	6000
Poison Breath	56	2500	7500
Polymorph	57	1500	4500
Powder Bomb	58	400	1200
Power	59	1000	3000
Protect Mind	60	800	2400
Protect Body	61	900	2700
Protect Intellect	62	900	2700
Quick Sleep	63	400	1200
Quick Spell	64	800	2400
Reduce Weighth	65	350	1050
Regeneration	66	1200	3600
Resist Cold	67	800	2400
Resist Fire	68	800	2400
Resist Magical energy	69	1200	3600
Resist Paralysis	70	600	1800
Resist Takeover	71	600	1800
Run Far	72	150	500
Run Fast	73	200	600
See Invisible	74	500	1500
Sixth Sense	75	1500	4500
Shape Change	76	2500	7500
Shout	77	600	1800
Speak the Truth	78	400	1200
Speed	79	500	1500
Steel Legs	80	400	1200
Stealth	81	300	900
Synergy	82	900	2700
Thick Hide	83	1100	3300
Trap Awareness	84	600	1800
View Aura	85	700	2100
Walk on water	86	400	1200
Water	87	500	1500
Water breathing	88	500	1500
	89-97	Reserved for future potions, put in your own or roll again.	
	98	Malfunction Potion: These potions will have a separate write up. Until then, re-roll.	
	99	Dud Potion Roll again to determine what this potion is (re-roll if you get 89 or more). This potion is a dud, although it detects as normal it will have no affect when taken.	
	100	Roll twice on this table combining the results.	

Special Potions Table

Potion Name	2d20	Ingredient Cost	Cost to Buy
Air adapt	2	3000	9000
All Sight	3	2500	7500
Blind Fighting	4	3500	10500
Blind Sight	5	2000	6000
Blur	6	3500	10500
Electrical Immunity	7	3000	9000
Fire Adapt	8	2500	7500
Fire heal	9	1500	4500
Full heal	10	2000	6000
Gaseous form	11	1500	4500
Heal soul	12	4000	12000
Hide alignment	13	2000	6000
Hide magic	14	2000	6000
Instant heal	15	1500	4500
Oil of contraction	16	3500	10500
Oil of expansion	17	2500	7500
Poison, Immunity	18	4000	12000
Protect soul	19	4000	12000
Psi points	20	3500	10500
Rebound	21	4000	12000
Plane flip	22	3500	10500
Regenerate	23	3000	9000
Regenerate Limb	24	3500	10500
Resist acid	25	2000	6000
Resist fire and ice	26	2500	7500
Restore Soul	27	4000	12000
Return Soul	28	4000	12000
Reverse aging	29	4000	12000
Shape Change	30	2500	7500
Skill	31	1500	4500
True sight	32	4000	12000
Water adapt	33	4000	12000
	34 - 39	Reserved for future potions; re-roll or make your own.	
	40	Roll twice on this table and combine the affects! The one Potion does 2 things!	

Magic Pastes and Salves Table

Potion Name	1d6	Ingredient Cost	Cost to Buy
Arrow Magic	1	800	3200
Blade Magic	2	800	3200
Fire Light Paste	3	250	750
Healing Paste	4	300	900
Mace Magic	5	800	3200
Weapon Paste	6	800	3200

Cursed Potion Table

Potion Name	2d20	Ingredient Cost	Cost to Buy
Berserk	2	All cursed potions have an ingredient cost of 5000	All cursed potions have a sale value of 15000.
Clumsy	3		
Deep Sleep	4		
Double Trouble	5		
Dummy	6		
Curse	7	ALL cursed potions are special order items. You cannot just make a cursed potion and go look for someone to buy it (not unless you want to end up in jail).	
Curse, strong	8		
Easy to Wound	9		
Eye for an Eye	10		
Ghost	11		
Ground Zero	12		
I'm Melting	13		
Instant Drunk	14		
Insubstantial	15		
Magic Cancellation	16		
Magic Problems	17		
Melee Target	18		
Minimum Damage	19		
Muscle Spasm	20		
No Sleep	21		
Poison, Normal	22		
Poison, Strong	23		
Potion Bane	24		
Pseudo Heal	25		
Random Target	26		
Sex Change	27		
Silence	28		
Slow to Attack	29		
Spell Cancel	30		
Spell Failure	31		
Spell Problems	32		
Spell Target	33		
Target	34		
Time to Panic	35		
Transmutation / Polymorph	36		
Turn to Gas	37		
What a Wimp	38		
	39	Make up your own curse or re-roll.	
	40	The potion is not cursed but for some reason will misidentify. This means that you roll on the Potions Table twice. The first roll tells you what the potion is supposed to be, the second roll tells you what it actually does when consumed.	

Potential Potions (ideas)

Bond

Befriend Animal (have to get an animal to drink this. If you can do that, it becomes your pet).

Intensify Sight. Increases vision acuity (i.e., things 100 feet away appear 50 feet away (or 25 or 10 feet away).

Magic Cancel. A variety of spells cancelling specific things (i.e., TKA goes to zero, any magic on your weapon is cancelled)

Pyrotechnics. Starts everything close by on fire.

TELEKINESIS

TONGUES

Acid Spit

When this potion is taken the recipient gains the temporary ability to spit acid. The drinker may spit acid up to ten feet. The character may make one acid spit attack each 1d3 rounds. The speed of the attack is 2d12. The damage done by the attack is 2d12 on the round of the attack and 2d6 on the round following the attack.

The target of the attack receives a React roll or Escapist skill check to avoid the acid spit; the target gets to choose which roll they wish to make. In any case, the target of the attack receives his or her APV and WR dice rolls to avoid some or all of the damage from the acid.

Air Adapt

When this potion is taken the character will adapt for life in the air. The character will grow a great set of wings capable of hovered flight. The character's lung capacity increases allowing the character to breath air even at great altitude. This potion gives the ability to thrive in an elemental plane of air.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section *Making Potions Pastes and Salves* for more information.

If the character wishes to make use of the wings and fight or cast spells while using them to hover (and no, you don't automatically know how to do that) then he or she must make the appropriate skill checks (Balance and either Combat or Arcana).

Refer to the Rac and Eldorin for an idea of the weaknesses of having great big-feathered wings.

If the potion is taken while wearing armor (armor that is not designed for a Rac or Eldorin) then the character will take damage and may die as the wings form and are crushed against the body.

The character takes 1d6 wounds per combat round until he or she is out of the armor or dead (current APV or WR values do not lessen the damage).

Removing Armor

You really only have to remove the breastplate (i.e., torso piece) in a given set of armor. It will take the character 2d4 combat rounds to do this if not actually in a battle. If in a battle it will take 4d4 combat rounds. If rushed (i.e., cutting straps) it will take 1d4 combat rounds.

All Sight

When this potion is taken the character is bestowed with the ability of All Sight. For an exact description on what this entails refer to the write-up on All Sight within the "*SIGHTS AND VISIONS*" document.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section *Making Potions Pastes and Salves* for more information.

Anti Hangover

When this potion is taken the character is instantly cured of the effects of drunkenness or hangover.

Armor

When the recipient takes this potion he will find that a field of energy surrounds his body. The potion increases the APV value of the character.

The potion's Strength is determined on the table below (roll 1d20).

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Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The amount of increase given to the APV value of the character's armor.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

If the character is wearing metal armor, the armors modified APV is used when rolling the APV versus lightning or electrical damage.

Arrow Magic (paste)

When this oil is applied to non-magical arrows, the arrows will temporarily become magical. The arrow will receive a bonus to its damage roll as based on the strength of the paste.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage bonus given to the coated arrow.

Modifier: This number is multiplied by the cost of ingredients to make the paste, and by what the paste is worth to buy. It also modifies the skill required to make the paste. See the section Making Potions Pastes and Salves for more information.

The affects of the paste will last for one battle. If the characters are expecting a battle, they may coat the arrows before the battle starts (i.e., just before charging into the room).

This paste may be put onto a magic arrow. However, doing this cuts it effectiveness in half. This means that a bonus of 2d6 on a non-magical arrow would only be 1d6 on a magic arrow. Each jar of Arrow Magic has enough paste to coat 20 arrows.

Awareness

When this potion is taken the character will find that his or her level in the Awareness skill increases. If the character does not currently have the Awareness skill, then he or she gets the skill at a level of 18+0. If the character has the skill, then the skill's synergy bonus increases as determined by the strength of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The amount of increase the character will have in his or her Awareness Synergy Bonus.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Balance

When this potion is taken the character will find that his or her level in the balance skill increases. If the character does not currently have the balance skill, then he or she gets the skill at a level of 18+0. If the character has the skill, then the skill's synergy bonus increases as determined by the strength of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The amount of increase the character will have in his or her Balance skill Synergy Bonus.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

Making Potions Pastes and Salves for more information.

Making Potions Pastes and Salves for more information.

Ball Lightning

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When this potion hits something it shatters to become a ball of electrical energy. If the potion was thrown against something, it discharges into the target. If it hits a section of floor (or wall) it forms a ball of electrical energy with a 1-foot radius (a sphere 2 feet across). Anything running into it or through it will cause the sphere to discharge. So long as the ball does not discharge it will move to the largest metal item within 30 feet, being weapon or armor (if everyone in the area wears leather armor and the biggest weapon is a short sword, then it goes towards the short sword). If two targets wear the same armor (i.e., plate) it will go towards the closer of the two targets (if both targets are equal distance from it, roll randomly to determine which one it moves towards). The spheres movement rate is 10 feet per combat round. The sphere will remain until discharged or will dissipate on its own after 4d6 combat rounds. The damage done by the sphere when it discharges is based on the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds done by the lightning ball when it discharges.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

Become Gas

This is a variation of the Gaseous Form potion. When the character takes this potion, he or she will turn into a cloud of gas that is very hard to see (treat the character as being invisible). While in affect the character can see and hear what is going on around him or her (although the character cannot touch or interact with things). The true power of the potion is that it allows the character to cast spells while in Gaseous Form (although this comes at the price of having some weaknesses not found in the Gaseous Form potion).

While this potion is in affect, the character's movement rate is 10 feet per combat round (1 inch on the table). The characters WR and APV values go to ZERO while this potion is in affect. Melee weapons cannot harm the character unless they have some special form of magical attack associated with them (i.e., a flaming long sword that does an extra 2d6 burn damage will still burn the character as it passes through the gaseous form). Damage based magic spells will still damage the character as they pass though his or her gaseous form. Any wind spell will kill the character outright. Lower level resurrection spells will not work on characters killed in this way since the body will be broken up and scattered over an area when the potion finally wears off.

See the write up *Fighting Invisible Opponents* for information and rules governing such fights within the game.

Berserk (curse)

The character goes berserk. The character will not stop fighting until every last one of the enemy is dead. The problem will always attack the closest target possible. Once engaged and fighting the character will not stop until the current target goes down. When the last monster drops (enemy) the character regains control.

Berserk Rage

The character goes into a Berserk killing rage. Each round the character fights he gains a cumulative +1 to his or her damage rolls. The problem with this is that the character must always attack the next closest enemy in his or her line of sight, will not use magic or missile weapons and takes one point of damage for

each 2 points of bonus damage he gets in a given round (on the round he gets +10 damage he or she takes 5 damage back). The potion lasts for 3d6 combat rounds so its affects may not last until the end of the battle.

Blade Magic (paste)

When this oil is applied to a non-magical blade, the blade will temporarily become magical. The blade will receive a bonus to its damage roll as based on the strength of the paste.

The paste's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage bonus given to the coated weapon.

Modifier: This number is multiplied by the cost of ingredients to make the paste, and by what the paste is worth to buy. It also modifies the skill required to make the paste. See the section Making Potions Pastes and Salves for more information.

The affects of the paste will last for one battle. If the characters are expecting a battle, they may coat the blade before the battle starts (i.e., just before charging into the room).

This paste may be used on a magic weapon. However, do this, cuts it effectiveness in half. This means that a bonus of 2d6 on a non-magical weapon would only be 1d6 on a magic blade.

Blind Fighting

This potion allows the character to fight without the aid of his eyes, ears or even any of his other senses. This means that even should the character be blind or in any type of darkness (for any reason) he or she can conduct combat without penalty. The potion lasts for 2d6 combat rounds.

Blind Sight

When this potion is taken the character is bestowed with the ability of Blind Sight (magic). For an exact description on what this entails refer to the write-up

on Blind Sight within the "*SIGHTS AND VISIONS*" document.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Blur

When this potion is taken the drinker extremities become blurred and indistinct. Any point spell, missile or melee attack has a chance of missing. The chance of being missed is a function of the potions strength. The affect lasts for 1d6 combat rounds.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The outright chance that a missile weapon or a point-based spell, fired or cast at the character, will miss the character.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The percentage given is the chance for an outright miss. This is rolled *before* the normal to-hit roll is made (or rolled before that to-cast roll is made). If the shot or spell is an outright miss, no need to roll further.

Breathe Poison Cloud

When this poison is taken the character's next breath will be a vile nauseous cloud of poison gas. The cloud will engulf any creature (whose RS rating is less than 3 times that of the drinker) facing the character. The target of the poison can either take a React / Escapist skill to exit the cloud before being poisoned or make a straight React roll to hold its breath and not breathe in the poisonous clouds (the target can choose which roll to make but can only make one save attempt). The cloud will dissipate one round after forming so if the target chooses to jump free of the cloud it will lose any remaining attacks in the round it does this, plus any attacks it would receive in the following round.

If the target of the attack breathes the cloud, then the poison has the following characteristics.

Onset time:	1d6 combat rounds
Run time:	4d6 combat rounds
Damage time:	1d3 combat rounds
Damage:	2d10

Burst Of Speed

When this potion is taken the character will be able to execute a burst of speed. The burst of speed will allow him to move at five times his normal movement rates for 2d6 combat rounds. The burst of speed does not have to be used immediately but may be saved and used at anytime during the current fight. Once used though, it cannot be used again unless another potion is quaffed.

Bush Sight

When this potion is taken the character is bestowed with the ability of Bush Sight. For an exact description on what this entails refer to the write-up on Bush Sight within the "SIGHTS AND VISIONS" document.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Chameleon

When this potion is consumed the character's skin and equipment can be willed to change color. The character's equipment will take on the background color and texture of whatever the character is against. The change is very quick but not so fast as to allow movement. This means that the character must stop all movement when he wishes to "blend in" with his or her surroundings.

The affect of this is that the character can basically turn invisible if able to stand still for one or more combat rounds. So long as the potion is in affect the character may make use of this power (i.e., if the character stops moving he or she will become invisible).

So long as the character remains still and does not perform an action (i.e., moving, attacking, using a skill) he or she is invisible and must be detected before someone or something is able to attack him or her. Like an invisible opponent, the Chameleon may get one or two rounds of surprise if he or she initiates combat (i.e., take action before he is she is detected). Refer to the separate write-up on **Fighting Invisible Opponents** on what skills are used when detecting an invisible opponent.

Please note that the biggest difference between Chameleon and Invisibility is that light bends around an invisible opponent. The skin color takes on the outward textures and colors of what the Chameleon is standing beside. Invisibility continues to work even after the target is detected and moving (i.e., those fighting an invisible opponent fight it at a penalty). Once the Chameleon starts to move, any benefits given by the spell are lost until the person is given a chance to once again blend in with his or her surroundings.

The potions duration is a function of its strength. Roll 1d20 on the table below to determine the potions strength.

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Roll	Strength	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Strength: How long the potion will remain in affect once consumed.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Change Weight

When this potion is consumed, the character can increase or decrease his or her weight (/RS rating) by up to 50% of its original value. The player must decide on his character's final RS rating when the character drinks the potion.

Clumsy (cursed)

The character becomes incredible clumsy. He has a 2 in 6 chance per round of dropping anything in his hand (including his weapon). In addition to this, anything pulled from a belt pouch may be dropped before it can even be used. If the character tries to pick an item up, there is a 2 in 6 chance they will land on their butt when they try to do so. Check each round for each action attempted (so you check each round and can take bets on how long it will take for the character to drop his weapon).

Cold Resistance

When this potion is taken, there is a chance that the character will take no damage whatsoever from a cold-based damage spell or affect. The strength of the potion determines the chance that the character will not take damage. This roll does not take the place of the character's own WR dice roll (the character still makes a WR dice roll if this roll is failed).

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance that a cold-based damage spell will outright fail to harm the character.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Cure Blindness

This potion instantly cures natural or magical blindness in the individual that drinks it. The affects are permanent. For the potion to work there must be eyes present (you still need a regenerate potion if the character has no eyes).

Curse

When the character takes this potion he will find that he has consumed a curse. To see the exact curse the character suffers from, refer to the separate write-up *Curses!* This is a Strength-3 curse that has the duration of whatever effect the potion appeared to be. Check each 1d6 combat rounds to see if the curse kicks in. This is a bit of a tricky one to do since you may want to roll several times on the curse table to figure out a curse that would makes sense during battle. As a suggestion, determine how the potion detects before determining the curse. It makes selecting the curse a little easier if you know you are dealing with a potion with a long duration.

Curse, Strong

When the character takes this potion he will find that he has consumed a curse. To see the exact curse the character suffers from, refer to the separate write-up *Curses!* This is a Strength-6 curse that has the duration of whatever effect the potion appeared to be. Check each 1d3 combat rounds to see if the curse kicks in. This is a bit of a tricky one to do since you may want to roll several times on the curse table to figure out a curse that would makes sense during battle. As a suggestion, determine how the potion detects before determining the curse. It makes selecting the curse a little easier if you know you are dealing with a potion with a long duration.

Dark Sight

When this potion is taken the character is bestowed with the ability of Dark Sight. For an exact description on what this entails refer to the write-up on Dark Sight within the “*SIGHTS AND VISIONS*” document.

The potion’s duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Deep Sleep (Cursed)

When taken it will put the drinker into a deep sleep. The sleep will last until the potion wears off or until the drinker has lost 50% or more of his original number of wounds (taking a small amount of damage will not wake the drinker). When the character does finally wake from the potion, he will suffer the full effects of waking from a deep sleep. Magical waking spells have a 50% chance of success. Multiple tries are allowed.

Dispel Potion Magic

When this potion is taken, it will dispel the affects of any and all other potions in the characters system. However, it only has a 50% chance of dispelling the affects of a cursed potion.

Display Aura

When this potion is consumed, the aura of the drinker will glow gold if the character has good in his or her alignment or black if the drinker has evil in his or her alignment. For the potion to work, it must be willingly consumed.

Double Trouble (Cursed)

The character that drinks this potion splits into two. The potion creates an exact duplicate of the character including all of his or her equipment. Once created, the duplicate will turn on the character and fight for the other side. The good news is, the duplicate goes away after the battle is over (if you can call that good news).

Dummy (cursed)

The character goes stupid. The character that suffers from this curse is unable to cast spells, employ missile weapons and will not initiate combat. If in melee the character will stop fighting after his or her current target drops and will not go looking for an enemy. He or she will only fight if someone else initiates the combat (i.e., attacks him or her).

Easy to Wound (Cursed)

The character’s WR and APV value goes to zero while this potion is in affect.

Electrical Immunity

When this potion is taken the recipient’s body will not convey electrical energy to electrical energy. The character will not take damage from electrical energy. Electrical touch spells will not discharge. Even a glyph of electrical energy will fail to discharge onto the character.

Electrical Resistance

When this potion is taken the recipient’s body becomes resistant to the damage done by Electrical Energy. The character gains a bonus 2d8 to his WR dice roll in regards to all rolls versus Electrical damage. This roll is in addition to the character’s normal WR dice roll as well as to the character APV.

Electric Touch

When this potion is taken the recipient body builds up an electrical charge each 1d3 + 1 combat rounds. If the character is using a metal weapon and hits an opponent or manages to make a natural attack against the opponent (i.e., touches the opponent) then the charge is released. When released the damage done by the electrical damage is added to the damage done by the attack. Damage from the electrical charge is 2d10.

If the character does not hit something on the round the charge is ready, then that particular charge is

wasted and the character must wait for the next one to build up. Since the damage from the charge is added into the damage from the character's regular attack, there is no separate roll against it. The target only gets to make his or her normal (un-modified) PV and APV rolls.

ESP

When this potion is consumed the recipient will find that he is able to read the surface thoughts of another. The target must be within 30 feet of the potions user for this to happen. What information the user of this potion is able to pick up is left entirely to the Legend Weaver.

The ESP potion will allow the user to listen into a telepathic conversation without the knowledge of those involved.

Eye for an Eye (cursed)

Any damage spell cast by the drinker of this potion will do equal damage back to the character. In addition, the drinker will take damage equal to any damage he or she deals out from a melee attack (you hit your opponent for 12 damage, then you take 12 damage as well). WR dice roll apply but not APV dice rolls.

Fall Balance

So long as this potion is in effect the character will find that he is able to land on his feet in a fall. This potion decreases any fall by 10 feet so long as the potion is in affect.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Fight Balance

So long as the potion is in effect, the character cannot be knocked over or thrown when wrestling with another. In addition to this, the character's synergy bonus in the Balance Skill increases by 2d20 points for the duration of the fight, until used or for 2d20 combats rounds.

Fire Adapt

When this potion is taken the character will adapt for life in fire. The character's internal body heat will increase until his or her skin bursts into flame. This process takes 1d4 rounds. Thereafter the character is immune to all fire damage and in fact, must enter fire or take 3d8 wounds per combat round; armor and WR will not negate this damage. To prevent the fire damage, the character must enter a huge raging fire or something equally hot (i.e., a flow of lava).

The character's body is adapted for life on the plain of fire. Because of this the character's body radiates extreme heat. Anyone within melee range of the character will take 3d8 burn damage unless they also have some protection against fire (in this case WR and APV values will negate part or all of this damage).

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The potion is made to allow someone to enter the plain of fire and actually live once leaving it. For this reason, the magic of the potion will come off, if the character is in a raging fire and leaves it (or it is put out).

Fire Breath

When this potion is taken the recipient will find that his next breath out will be a burning ball of fire. The fire may burn one target within 30 feet of the potions drinker (the first target the ball hits). Damage from the fire is 3d8. If the target is in a position to see the fire coming, he or she gets a React or Escapist skill check to avoid the ball of flame. APV and WR rolls also apply against the damage done by the fire.

Fire Burst

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When the potion lands, it bursts into a mini fireball. Those in the area of effect can make a React or Escapist skill check to avoid the fire. APV and WR rolls still apply. Those caught in the potions Area of Effect take 3d12 damage

Fire Heal

When this potion is in effect, the character will find that fire damage is healed at the end of the following round. For the potion not to work, the character must die outright, otherwise all fire damage taken in the previous round is negated at the end of the current round.

Fire Light Paste

Rub this past on the end of a stick and the past will burn with no heat shedding light for 8 hours. One small jar has 10 applications.

Fire Resistance

When this potion is taken, there is a chance that the character will take no damage whatsoever from a fire-based damage spell or affect. The strength of the potion determines the chance that the character will not take damage. This roll is in addition to the character's normal WR and APV dice rolls.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance that a fire-based damage spell will outright fail to harm the character.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Flying

When this potion is consumed the character will find that he may fly. The potion lasts for up to 4d6 combat rounds, or until the end of the current combat. The amount the character can carry while in flight is dependant on the strength of the potion. Movement in any direction is equal to the character's walking speed.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	* 2	No Modifier
16-17	* 3	* 2
18-19	* 4	* 3
20	* 5	* 4

Strength: Multiply this figure by the characters own RS rating to determine how much the character can carry and still fly. For a rough idea on actual weight versus RS rating, take the character's Free Weight figure and triple it. Treat this figure as being equal to the character's RS rating. It's not overly accurate but it works.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

So long as the character carries less than the spells limit, he or she is granted full movement up and down and side to side (no reduction in speed). The

downside is that the spell is cancelled if the character carries more weight than is specified by the spells strength.

If the character wishes to fight or cast spells while flying, then he or she must make use of the appropriate skills (flying spells do not give you a good solid base from which to fight or cast spells).

The skills required to fight while flying are Combat and Balance (2d4 synergy bonus from each skill).

The skills required to cast spells while flying are Arcana and Balance (2d4 synergy bonus from each skill).

Fog Bomb

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

After the potion hits something it will burst, filling a huge area with a thick dense fog. Line of sight within the fog is five feet. No special sights work in the fog! The fog moves over the period of one round to form a circle 20 feet deep and 100 feet across. The fog sticks around for 4d6 combat rounds.

Food

When this potion is taken the recipient will find that he does not have to eat for the duration of the potions effect.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	1 day	No Modifier
16-17	1 week	* 2
18-19	1 month	* 3
20	1 year	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The character must still drink after taking this potion.

Frost Resist

When this potion is taken the character becomes resistant to cold damage. If taken out of combat the potion removes all frost damage and protects the character from exposure damage for 1 day. The protection ends at the end of any combat in which the character was hit by a cold-based damage spell or affect. In this case, the potion will give the character a bonus to his Wound Resistance dice rolls against any cold-based damage spell or affect.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The bonus to the character WR dice rolls versus cold-based damage spells or affects.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Full Heal

This is a very powerful potion. Drinking it returns all of the character's wounds. The wounds are not returned to the character until the end of the round (so if the character dies he or she is out of luck). In addition, if the character drops before the end of the combat round but does not die, he or she must spend the next round getting up (notice that when the Combat and Balance skills are used together, they make getting up a lot easier).

The potion only returns wounds, not soul points or lost synergy bonus.

Future Heal

When this potion is taken the character will find that the next physical damage the character sustains is healed at the end of the combat round. The potion will heal physical damage only (i.e., will heal physical damage done by melee or magic, but will not heal damage done to the soul).

Although the potion heals the first damage done to the character (i.e., the first attack in the combat round), the potion can remain in affect for a long time before it is used. The time it may remain in affect before being used is a function of the potions strength.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Gaseous Form

When this potion is taken the drinker's body becomes gaseous. The drinker retains his or her original form but becomes virtually invisible (the Awareness / Detection dice roll is made at -4 on the dice). The character may see and move while in the gaseous form and may even cast spells. The character cannot make melee attacks while this potion is in affect. In addition, the character maximum movement rate while gaseous is equal to the character's normal walking speed. The character may walk against and resist the effects of a wind so long as the speed of the wind cannot do harm to the character in his or her natural form. Spells that could do damage or move the character in his or her natural form have double the affect on the character while in Gaseous Form.

The character may pass or pour his form through any size hole (takes one combat round). In addition to this the character takes half damage from melee weapons and point-based spells (WR and APV dice rolls apply as well as normal Spell Resistance dice rolls). Area of Effect damaged based magic does normal damage to the character while in this form.

For more information on fighting creatures that are invisible, refer to the separate write-up entitled *Fighting Invisible Opponents*.

Ghost (cursed)

When this potion is taken the recipient fades away to become a ghost like apparition. Although the character looks like a ghost and sounds like a ghost (i.e., the character's voice changes to a baneful agonized wail whenever his or her mouth opens) the character is in fact not a ghost and has non of the special powers associated with being a ghost. The further downside to this curse is that the character takes full damage from any melee and magic based attacks directed at him or her. But it gets worse; the character will tend to drift towards "friendly units" wailing the entire time. The speed of the drift is half the character's normal walking speed. Character's that see the change will know that the Character turned into a ghost (and who knows, may not even try to kill him right away). Without seeing it though, group members are only going to know that a ghost is (rapidly?) approaching, all the while screaming like hell itself is coming with it (well, in the heat of battle it might *seem* rapid).

Ground Zero (cursed)

The character in question becomes ground zero for any spell or missile fired by either side in the battle. Spells and missile fire will curve in flight to make sure they hit the character. The only roll that will indicate a miss is a natural 19+ on the dice.

Healing

The healing potion will restore wounds to the character at the end of the round in which it is consumed (so if the character dies outright during the round, the potion will not do him or her any good).

The potion's Strength is determined on the table below (roll 1d20).

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Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of wounds restored by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Healing Paste

This paste takes 1d4 combat rounds to apply. A small amount is needed to heal a wound. The small jar the paste is normally kept within will heal 100 wounds total. Subtract the number of wounds healed from the total to see how much paste remains after it is used. If you fail your Arcana skill check when using the paste, then an additional 1d20 wounds worth of paste is wasted on the character you are using it on.

Heal Soul

This potion will heal damage done to a character's soul. When taken, a certain number of soul points are returned to the character. The potion can only heal the character's soul up to its normal maximum amount, not beyond it.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d4	No Modifier
16-17	2d6	* 2
18-19	2d8	* 3
20	2d10	* 4

Strength: The number of Soul Points returned to the character by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Hide Alignment

This potion suppresses the drinker's alignment and makes it detect as neutral. The potions duration is a measure of how strong the potion is.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Even though this potion produces a magical effect, the potion is made so that the drinker will not radiate magic by using it.

Hide Magic

This potion suppresses the magical emanations given out by the drinker's equipment. The potion will not interfere with the magic in these items; it merely hides the fact that there is magic. Items will not radiate magic so long as they are being used or carried by the potions drinker. The potions duration is a measure of how strong the potion is.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

Making Potions Pastes and Salves for more information.

Hold Soul

When this potion is taken the recipient is immune to soul draining. Undead attacks that drain soul points will not drain the characters soul so long as this potion is in affect.

Ice Touch

When this potion is taken the characters next touch (or natural attack) will deliver freezing damage to the target (natural attacks: damage equals the character TKA, attack rank equals 24/2d12, starting synergy level equals 8+0 and starting dice rating equals Easy 2). A successful hit must be made. Damage done by the touch is a factor of how strong the potion is.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d4	No Modifier
16-17	3d6	* 2
18-19	3d8	* 3
20	3d10	* 4

Strength: The number of (potential) wounds done to the target.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Wound Resistance (WR) and Armor Protective Value (APV) dice rolls apply.

I'm Melting

When the character drinks this potion, he or she will pause for a second or two then start screaming "I'm Melting!" The character will in fact melt into a puddle of green goop on the floor. At the end of the fight (when the last character and / or monster drops) the character reforms into his or her normal shape. You can have some fun with this one, depending what is done to the goop (maybe someone steps on it or drops a potion bottle into it).

Increase Character Wounds

This potion increases the character's wound total. It will increase the character wounds for one day or until they are used (i.e., the character takes damage). The strength of the potion determines the potential increase.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of bonus wounds given when the potion is consumed.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The affects of the potion are not cumulative. If multiple potions are taken, roll for each potion that is taken. The wounds given by the last potion are applied to the character's wound total. Please note, that even though you are replacing one potion with the next, you still have a chance that something will go wrong as the potions are sorting things out.

Increase Power

This potion increases the character Power Rating. It will increase the character's power rating up to double, or as based on the strength of the potion (determined below).

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d4	No Modifier
16-17	3d6	* 2
18-19	3d8	* 3
20	3d10	* 4

Strength: Increase the character power rating by the dice rolls shown in the Strength column. Remember, it cannot be increased past double its normal double rating.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Instant Drunk (Cursed)

When taken the character will become drunk. The level of drunkenness depends on the roll of the dice. When taken the character must roll an extra d20 whenever making any skill check (combat, spell or adventure skill check). The extra dice is rolled along with and added to his normal skill check roll (making it very hard to use his skills). This penalty lasts until the character sobers up (i.e., when the potion wears off).

Instant Heal

When taken the affects of this potion will last for one day or until used. Once consumed, a strong desire in the character will cause the potion to kick in. When the potion does kick it, it will instantly heal one wound that has been done to the character. This means that if the character takes a 12-wound hit, he or she could use the potion to instantly heal it. This will work, even if the wound was large or violent enough to kill the character outright. For the potion to work, no other healing must have been done on the character since the word (to be healed) was taken. The potion's magic is gone in one day or after one wound has been healed.

Intensify Hearing

This potion will increase the synergy bonus of the recipient's *Identify Sound* skill. The amount of increase is dependent on the strength of the potion. The potion will last for 4d6 combat rounds.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The bonus to the character's synergy bonus in the Identify Sound Skill.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what

the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Insubstantial (Cursed)

When this potion is consumed, the character is turned insubstantial for a brief moment or two. The bad news is that the affect does not include the characters equipment. This means that all the things the character is carrying or using fall to the floor by the character's feet. The character literally vanishes just long enough for his or her equipment (including hand held weapon, clothing and empty potion bottle) to hit the floor. On future rounds the character will be able to retrieve items from the floor. Just keep in mind that the character is unarmed and must pick up his or her weapon from the floor. Refer to the Main Manual, Combat, Section 4; Advanced Actions During Combat (Actions During Combat).

Invisibility

When this potion is taken, the character becomes invisible. The potion lasts for 2d6 combat rounds, rolled on the round it is taken (so it may not last for an entire battle, depending on the rolls). The strength of the potion determines the penalty given to the rolls used to detect, hit or cast spells at the drinker of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+0	No Modifier
16-17	+2	* 2
18-19	+4	* 3
20	+8	* 4

Strength: The penalty assigned to rolls that are used to detect the drinker, as well as to the To-Hit and To-Cast rolls on attacks and spells directed or cast at the drinker.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

For information on fighting an invisible opponent, refer to the separate write-up entitled ***Fighting Invisible Opponents.***

Iron Fist

When this potion is taken, the recipient will find that the damage from his or her natural attacks will increase (natural attacks: damage equals the character TKA, attack rank equals 24/2d12, starting synergy level equals 8+0 and starting dice rating equals Easy 2). The damage bonus dice given to the attacks depend on how powerful the potion is.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage bonus given to the drinker's natural attacks.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Jump

The jump spell doubles the character's broad jump figure. The potions duration is a function of its strength.

The potion's strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Strength: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

Making Potions Pastes and Salves for more information.

Levitate

When the levitate potion is taken the character will find that he or she may levitate. The potion lasts for up to 4d6 combat rounds. The amount the character can carry is dependant on the strength of the potion. Movement is equal to the character's walking speed (except it is up and down motion).

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	* 2	No Modifier
16-17	* 3	* 2
18-19	* 4	* 3
20	* 5	* 4

Strength: Multiply this figure by the characters own RS rating to determine how much the character can carry and still levitate. For a rough idea on actual weight versus RS rating, take the character's Free Weight figure and triple it. Treat this figure as being equal to the character's RS rating (it's not overly accurate but it works).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

So long as the character carries less than the spells limit, he or she is granted full movement up and down (no reduction in speed). The downside is that the spell is cancelled if the character carries more weight than is specified by the spells strength.

If the character wishes to fight or cast spells while levitated, then he or she must make use of the appropriate skills (levitate spells do not give you a good solid base from which to fight or cast spells).

The skills required to fight while levitated are Combat and Balance (1d4 synergy bonus from each skill).

The skills required to cast spells while levitated are Arcana and Balance (1d4 synergy bonus from each skill).

Life Sight

When this potion is taken the character is bestowed with the ability of Life Sight. For an exact description on what this entails refer to the write-up on Life Sight within the “*SIGHTS AND VISIONS*” document.

The potion’s duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Light Blast

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character’s attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When this potion bottle hits an object and breaks, the area is engulfed in a flash of light. The light created by the spell reaches out to 20 feet and acts like weak daylight in the area. This means that creatures normally damaged by sunlight will take 2d12 wounds from the flash (WR dice roll applies, but not a creature’s APV rolls). Creatures that normally avoid direct sunlight must make a React roll or be dazzled by the light (lose any remaining attacks this round as well as all attacks on the following round).

Light Bomb

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the

character’s attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When this potion bottle hits an object and breaks, the area is engulfed in a light spell. The contents will radiate light in a 60' radius sphere. All within 10 feet of the potions original impact area must make a react roll or be blinded by the initial flash of light as the magic in the potion is released. Those failing to make the roll lose all actions for the remainder of the combat round and all actions in the following combat round (as their sight comes back).

Longevity

Other potions return youth to the drinker. This potion causes the drinker to live longer by having the drinker age more slowly. The number of years it will add to the character’s life expectancy is a function of how strong the potion is.

The potion’s Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of years added to the character’s life expectancy.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Love Potion

When this potion is taken the drinker will fall hopelessly in love with the first creature that he or she sees. It will feel genuine (albeit magically induced) affection and trust for the loved one. The drinker will act (and react), as you would expect someone would, if they were in love. A creature that is forced to drink

the potion gets a Spell Resistance dice roll to avoid the affects of the potion (it is much more affective when not administered in a hostile environment).

Mace Magic

When this oil is applied to a non-magical mace (or other similar blunt weapon) the weapon will temporarily become magical. The weapon will receive a bonus to its damage roll as based on the strength of the paste.

The paste's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage bonus given to the coated weapon.

Modifier: This number is multiplied by the cost of ingredients to make the paste, and by what the paste is worth to buy. It also modifies the skill required to make the paste. See the section Making Potions Pastes and Salves for more information.

The affects of the paste will last for one battle. If the characters are expecting a battle, they may coat the weapon before the battle starts (i.e., just before charging into the room).

This paste may be used on a magic weapon. However, do this, cuts it effectiveness in half. This means that a bonus of 2d6 on a non-magical weapon would only be 1d6 on a magic mace.

Magic Cancellation (cursed)

Spells come off and all magic cast by the character stops working until the end of battle. The good side to this is that damage based spells will not harm the character (actually, no spells will work on the character).

Magic Problems (cursed)

Spells that are beneficial to the character will not work while the curse is in effect. The damage dice for Damage based spells used against the character do automatic maximum damage. This includes Area of Effect damage based spells (do not roll damage, it is automatically maxed).

Minimum Damage (cursed)

Any attack or spell used by the character does automatic minimum damage; do not roll any damage dice whatsoever. This curse only affects damage based spells and damage done by melee attacks.

Meld

When this potion is consumed the character will be able to meld into most solid objects. Melding means the character is placing his body into an inanimate object. The melding will take 1 combat round. Movement through the melded object is possible in straight lines only at half the normal walking speed of the drinker.

The potion will also allow some of the characters equipment to come with him or her. The total weight of the equipment must be equal to or less than the characters free weight figure or the character will not be able to meld.

It takes one round to meld with an object and one round to leave the object behind. During these two rounds the character is helpless. The potion will not allow the character to meld with other living objects or with objects that are magical, included stone that is protected by any sort of magical field (i.e., by an Aegis Stone).

Melee Target (cursed)

When the character drinks the potion then he or she will become the target of one specific monster that will not change targets until the character is dead. This should be the character's current melee target but it can be the next monster that the character engages or is able to reach the character. The problem with this is that the character will be unable to inflict damage upon this monster, no matter the weapon or spell used (the monsters WR dice roll will always negate all damage done to it and / or it will always make any necessary skill checks to avoid damage done by the character).

Melt

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a

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15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

This potion will instantly melt a circular patch of ice 10 feet across to a depth of about 3 feet. Those standing on the ice can make either a React check or an Escapist skill check to get off the melting ice. Those making the rolls should also be required to make a balance skill check to see if they remain on their feet while they scramble to get off the melting ice.

Those that do not get off the ice, fall into the water. Fighting from waist high (very cold) water should be worth at least +6 on their dice rolls (+4 for the Trock due to its big size).

Minor Gravity Control

When this potion is taken, the recipient will be able to define his own down. The character will be able to walk or jog upon any solid surface (no running or you fall off).

Muscle Spasm (cursed)

If the character makes a melee attack there is a 2 in 6 chance that his muscles will spasm, or he will trip or otherwise stumble and miss the target and hit him or herself with the blow (does full damage against him or herself with a melee attack).

Neutralize Poison

When this potion is consumed it will completely clear the characters body of poison. Note that the potion will not undo damage already taken and the character must be alive when this potion is taken.

Night Sight

When this potion is taken the character is bestowed with the ability of Night Sight. For an exact description on what this entails refer to the write-up on Night Sight within the “*SIGHTS AND VISIONS*” document.

The potion’s duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

No Drunk

When this potion is taken the recipient will find that he or she may not become drunk. Once the potion wears off alcohol will begin to affect the character normally.

The potion’s duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

No Sleep

When this potion is taken the recipient will find that he does not or cannot sleep. This is good for a sleepy guard but very bad for someone that wants to rest up. The character’s natural healing rate is halved so long as the potion is in affect. The length of time the character will remain awake depends on the strength of the potion.

The potion’s Strength is determined on the table below (roll 1d20).

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Roll	Strength	Modifier
01-15	1 days	No Modifier
16-17	2 days	* 1.5
18-19	3 days	* 2
20	1 week	* 4

Strength: The length of time the potion remains in affect.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Oil of Contraction

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

This oil is used against armored targets. The potion is thrown against the target to shatter (if it hits). If this happens, then the contents of the potion will spread over the targets armor and will cause the armor to constrict. This means that the character or creature wearing the armor will take damage equal to the armors APV value. Damage is rolled (as if the armor were absorbing damage) but is then applied against the character. The character's natural WR dice rolls may negate some of the armors damage against the character. While the armor is crushing the character, it still protects the character from outside damage. The armor does damage on a round to round basis for 4d6 combat rounds (rolled when the potion is used).

Oil of Expansion

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a

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15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

This oil is used against armored targets. The potion is thrown against the target to shatter (if it hits). If this happens, then the contents of the potion will spread over the targets armor and will cause the armor to loosen, cutting its effective APV value in half (roll the armor's normal APV dice and then divide by two, rounding down).

Oil Patch

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

Upon hitting its target the potion will shatter. If the potion is used on a floor it will instantly spread out in a circular area (20 foot radius) that will thereafter become super slick. Movement on the oil patch is 1/10 normal. All fighting skills are halved (i.e., the base synergy level as well as the synergy bonus in each skill is halved). Whoever is on the area must make a Balance skill check each round or fall down.

If the oil is used on a creature or character its effect are different. The potion will spread out to cover the targets entire form although the target will not be at a penalty when employing weapons or moving. Others trying to grapple or hold the recipient will find that it is just too slippery to be held. Finally, if the character should enter water while under the affects of the oil patch, he or she will find that the water is incapable of hampering his movement (i.e., full and normal combat is possible while under water). The downside to going into water is that the character cannot swim (sinks to the bottom as if the water where not there) and the potion does not bestow the ability to breath underwater.

Phase Hand

When this potion is taken the recipient will be able to put his hand through a solid object, pick up an item on the far side and retrieve it through the object. The

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potion allows the character to take an item from a locked chest. Each potion allows the retrieval of one object.

Plane Flip

When this potion is taken the character will flip into another plane of existence. The potion is built for characters that know where they are going; you must have been to the plane previously for the potion to work.

Poison Bomb

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When it hits an object it will burst, forming a cloud of poisonous gas. The cloud has a radius of 20 feet and will remain in affect for 4d6 combat rounds. The nauseous cloud affects all within the area.

- Those on the edge of the cloud can make a React or an Escapist skill check to exit the area.
- Those caught within the area can make a React roll to hold their breath.

Those that fail to hold their breath or leave the area take damage on a **Round to Round** basis. WR rolls apply to the damage taken by the character. The damage taken by those within the cloud is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage taken round to round by those that breath the poison cloud.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what

the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

To suffer the affects of the poison cloud a creature must breath. This means that the cloud will not affect constructs or any type of undead or plant life. Any type of wind spell will dissipate the poison cloud.

APV will not lessen the damage done by the poison. However, the character does get his normal WR dice roll against the damage.

Poison Breath

When the character takes this potion, his breath becomes foul and disgusting beyond belief. Looking at the character, you can almost see the air curdle as the character breaths out. Anyone facing the character (i.e., melee opponents) catches a wiff of the character's breath if they fail to make a *React* roll. When this happens, the "victim" immediately turns greens and attempts to empty his or her stomach on the spot (takes a +4 penalty to all dice rolls for the remainder of the round). In addition to this, the victim takes 2d4 wounds from the breath attack. WR dice rolls apply against this damage. Since the character's breath is treated as a separate (automatic attack) it is given it own attack rank of 2d8.

Poison Immunity

When this potion is taken the character gains a complete (albeit short) immunity to the effects of poison. Any and all poison's entering the characters body is instantly neutralized.

Poison, Normal (cursed)

The character has found poison. All poison potions radiate magic and detect as another potion upon the list. These poison potions will always radiate as poisonous if checked. Roll 1d2 to find out the type:

Roll	Type
1)	Gaseous
2)	Digestive

Gaseous

When the potion bottle is opened and the potion is poured out, cloud of poisonous gas expands to a radius of 5+1d10 feet. The nauseous cloud affects all within the area.

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- Those on the edge of the cloud can make a React or an Escapist skill check to exit the area.
- Those caught within the area can make a React roll to hold their breath.

Those that fail to hold their breath or leave the area take damage on a **Round to Round** basis. WR rolls apply to the damage taken by the character. The damage taken by those within the cloud is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The damage taken round to round by those that breath the poison cloud.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

To suffer the affects of the poison cloud a creature must breath. This means that the cloud will not affect constructs or any type of undead or plant life. Any type of wind spell will dissipate the poison cloud.

APV will not lessen the damage done by the poison. However, the character does get his normal WR dice roll against the damage.

Digestive poison

This type of poison must be eaten (the character has to drink it, which surprisingly enough is exactly what he or she will probably do). This means that the poison affects the character drinking it and no one else.

To poisons characteristics are as follows:

Onset time:	1d6 combat rounds
Run time:	4d6 combat rounds
Damage time:	1d6 combat rounds
Damage:	2d8

APV will not lessen the damage done by the poison. However, the character does get his normal WR dice roll against the damage.

Poison, Strong (cursed)

See the **Poison, Normal (cursed)** entry above for information on this. The difference between normal and strong poison is the damage information relating to the potions. The differences are listed below.

Roll 1d2 to find out the type of poison:

Roll	Type
1)	Gaseous
2)	Digestive

Gaseous

Radius of the poison cloud is 15+1d10 feet.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The damage taken round to round by those that breath the poison cloud.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Digestive poison

To poisons characteristics are as follows:

Onset time:	1d2 combat rounds
Run time:	4d6 combat rounds
Damage time:	1d4 combat rounds
Damage:	3d8.

Polymorph

When this spell is cast the recipient will be able to assume a new form. The character will retain the new form until the end of battle or until he or she wishes

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to revert to his or her original form. The only real restriction on the new form is that it must be no smaller than ¼, and no larger than 4 times the RS rating of the character.

The new form grants no special attacks or abilities. If the caster wishes to wield a weapon, the new form must have the means to do so. The same goes for spell casting. If the character wishes to cast spells, the new form must allow for this (a character could turn into an Orc and start casting away).

The form taken will determine what happens to the character's equipment. This means that if the form can use the equipment, it will be available after the transformation is complete (although you must consider what the creature would normally wear if you want to use the spell to fool them into thinking you are one of their own). If the form you take does not use equipment (i.e., some type of animal) then the equipment changes with the character. Please note that only the character's free weight figure in equipment is changed. If the character is over his or her free weight figure, randomly determined pieces of equipment will not change (they will end up on the ground).

The spell does come with a healing component. On the round the change takes place, 2d12 wounds are restored to the character. This healing also takes place when the character changes back.

A character that dies in his or her new form will revert back to their original form when the potion's magic ends.

Potion Bane

This is a nasty Potion. When the potion is consumed, the magic is released. All potions within 30 feet of the caster may be neutralized. For each potion that is in range, roll percentile. On a roll of 60 or less, the potion's magic is dispelled and the potion will not work.

Powder Bomb

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a

15 the potion lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

When thrown the potion will burst, filling a huge area with fine flour like particles. The particles will not interfere with breathing or sight. The particles will instantly cling to anything that is using invisibility or chameleon magic. The particles themselves cannot become invisible for the potions full duration (they may be washed off). This effectively cancels any attempt to be invisible by anyone caught in the potions area of affect. The potion's area of affect is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	20'	No Modifier
16-17	30'	* 2
18-19	40'	* 3
20	50'	* 4

Strength: The radius of the potions Area of Effect (20' = 2 inches on the game table).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Power

When taken, this potion doubles the character's Power Rating, as well as his or her TKA, and WR dice rolls. Finally, the character's wounds are increased by half their original value.

Project Mind

When the character takes this potion, he or she may project his mind to any location within 30 feet. The ability will only work once per potion. The potion's duration is 3d6 combat rounds. Things that prevent scrying block the potion. The only skills that allow for a detection of a scrying attempt are Arcana and Sixth Sense Skill check. While the potion is in affect, it is as if the user were standing in the (new) area listening and seeing what was going on.

Protect Body

While this potion is in effect the character's body is protected from outside influence. This means that weapon and adventure skills cannot be penalized (i.e., a spell that would give the character a +3 to hit penalty would not work on the character; normal Shield and Weapon Defense adjustments still apply). The protection does not extend to spells or other things such as fear spells (See Protect Intellect for that one).

Protect Intellect

While this potion is in effect the character's mind is protected from outside influence. This means that the character cannot be feared, charmed, put to sleep and spell skills cannot be penalized. The protection does not extend to weapon or adventure skills (See Protect Body for that one).

Protect Soul

While this potion the character's soul has a Wound Resistance roll against attacks that affect the soul.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	1d4	No Modifier
16-17	1d6	* 2
18-19	1d8	* 3
20	1d10	* 4

Strength: The WR dice roll the character gets when his or her soul is the target of an attack.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Pseudo Heal (cursed)

The character that drinks this potion will find that no healing magic works on him or her until after the potion's duration has expired. On the chance that this potion detects as any type of healing potion, then it will feel to the character as if the potion has worked. In actual fact, no healing will have taken place, a fact that will not become obvious until the character drops in battle or the potions affects end.

PSI Synergy Bonus

This potion should not be included in the campaign until the write-up on Psionics has been finalized (I'm getting around to it, really). When this potion is taken it will restore the Psionic Synergy Bonus.

The potion's strength is determined on the table below (roll 1d20).

Roll	Restored	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Restored: The number of PSI points restored by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Quick Sleep

When this potion is taken, the character will immediately fall asleep and get a full night sleep in an hour. The downside is that the character will be in a deep sleep for the entire sleep (meaning the character must wake up from a deep sleep).

Quick Spell

When this potion is consumed, the user picks one of his or her spells. The spell chosen has a casting speed as based on the potion's strength.

Roll a d20 and consult the table below to determine the potions strength.

Roll	Strength	Modifier
01-15	20/2d10	No Modifier
16-17	18/1d10+1d8	* 2
18-19	16/2d8	* 3
20	14/1d8+1d6	* 4

Restored: The new *Spell Speed Dice* used when casting the spell.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

Making Potions Pastes and Salves for more information.

Random Target (cursed)

Randomly determine the target of any missile fired or magic spell that is cast by the character. Spells with a range of touch or that only affect the caster are exempt from this curse. All other spells are affected. The final target of the spell must in line of sight of the character and the spell or missile being shot must be able to reach the target (the target must in the range of the attack or spell for it to be a target in the first place).

Rebound

Once this potion is taken, the character as well as the creature or character that made the attack feels the actual damage done by the next melee attack made against the character (the creature attacking the character takes the damage as well).

Regenerate

When this potion is taken the character will regenerate battle damage. The rate at which battle damage is healed is a function of how strong the potion is.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	1d4	No Modifier
16-17	1d6	* 2
18-19	1d8	* 3
20	1d10	* 4

Strength: The number of wounds restored each round after the potion is taken (restored at the end of the combat round).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Reduce Weight

When consumed, this potion negates the character's weight. So long as the potion is in affect the character's personal weight is zero. This is not all that great if the character should fight (but great if he or she wants to jump real high). While the character's

weight is decreased, the character's TKA figure is reduced to zero. On the plus side, the character's jump figures are ten times normal while the potion lasts.

Regenerate Limb

This is pretty much the ultimate heal potion. When taken the potion will regenerate the drinker's limbs and organs. It takes the potion awhile to work (4d6 hours). The drinker must be alive when the potion is taken and must be in a condition to live long enough for the potion to work (i.e., if the character is going to live for 5 hours and the you roll to find out the potion will take 8 hours to work, the character dies).

Regeneration

When this potion is taken the characters natural healing rate is two times normal (which means the character gets his or her synergy bonus back at two times the normal rate as well). The potions duration is a function of how strong the potion is.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Resist Acid

When this potion is taken the character will gain resistance to Acid Damage. That is, the character's WR dice roll will get a bonus when rolling versus Acid Damage. The amount of bonus to the character's WR dice roll is determined by how strong the potion is.

The potion's Strength is determined on the table below (roll 1d20).

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Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The bonus to the characters WR dice roll versus Acid Damage.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Resist Cold

When this potion is in affect, the character gains a bonus to his WR dice rolls versus all cold-based damage. The bonus given is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The bonus given to the character's WR dice rolls (versus cold based damage spells) while the potion is in affect.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Resist Fire

When this potion is in affect, the character gains a bonus to his WR dice rolls versus all fire-based damage. The bonus given is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The bonus given to the character's WR dice rolls (versus fire based damage spells) while the potion is in affect.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Resist Fire and Ice

When this potion is taken, the character will take half damage from fire and freezing. Half the damage of any such attack made against the character. After the damage has been halved, the character's WR and APV values still apply.

Resist Magical Energy

When this potion is taken the recipient will take half damage from damage classed as magical in nature. If the character makes his or her Spell Resistance dice roll, he or she will take no damage. If the character fails to make the roll, he or she will take half damage.

Resist Paralysis

When this potion is taken the recipient has a 50% chance to resist any affect that causes paralysis. This roll is taken in addition to any other saving or resistance dice rolls the character may have against the paralysis.

Resist Takeover

When this potion is taken the recipient has a 50% chance to resist any attempt to charm or otherwise take over the character (including Psionic attempts to take the character over). This potion will not prevent the draining of the character's soul but will prevent an undead such as a vampire from taking control or influencing the character until after the potion wears out (even if the vampire controls most of the character's soul).

The potion's duration is determined on the table below (roll 1d20).

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Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Restore Soul

If the character's soul every decreases to below 80 points, this potion will return one point of the soul. It will not help the character if his or her current number of soul points is 81 or more.

Return Soul

This is a very specific type of potion. Certain creatures take a character's soul and then exert control over the creature through the soul it has stolen. A vampire attacks in this way (as it drains blood, it is sucking the soul from the victim). Drinking this potion, returns soul points lost in this manner. The amount of soul returned to the character is a function of the potions strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	1d4	No Modifier
16-17	1d6	* 2
18-19	1d8	* 3
20	1d10	* 4

Strength: The WR dice roll the character gets when his or her soul is the target of an attack.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

If multiple creatures each have a part of the character's soul, then a roll is made to see how much

soul is returned from each creature. The potion does not stop the future lose of the character's soul points and the creature or creatures may still be able to exert control on the character should they still retain any part of the character's soul once the potion has done its work.

Reverse Aging

When this potion is taken it will reverse the characters age somewhat (the character actually grows younger).

The potion's strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	1d2	No Modifier
16-17	1d4	* 2
18-19	1d6	* 3
20	1d8	* 4

Strength: The number of years taken off the characters age.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Run Far

When this spell is cast the recipient will be able to run without tiring. These potions are normally called the Poor mans teleport and are not as popular as they once where (but they still crop up from time to time.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section

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Making Potions Pastes and Salves for more information.

The character can run at full tilt for the entire duration of the potion. This means that the character can run (potentially) vast distances. Sleep is still required so basically the distance covered by the character is up to 5 times normal, if conditions permit. To maintain full speed you have to have a nice area to run through (i.e., a nice road, a dirt patch will not do for more than a jogging speed).

Run Fast

When this spell is cast the recipient will be able to run faster for the duration of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2 * normal	No Modifier
16-17	3 * normal	* 2
18-19	4 * normal	* 3
20	5 * normal	* 4

Strength: The figure given under the strength heading is multiplied by the targets normal walking and running movement rates.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The character's jump figures are also affected. However, the character should make a balance check on any long jump he makes that is longer than his normal maximum (i.e., if he can normally jump 3d6 feet and jumps over 18 feet then he should have to make a balance skill check or fall down when he lands).

See Invisible

When this spell is cast the recipient is able to see all invisible opponents as ghost like creatures. This effectively negates any need for detection rolls when fighting invisible opponents.

Sex Change (cursed)

The character's sex changes. Although having the sex of the character reverse is often good for a laugh, this potion causes the character to lose all sexual identity

(he or she becomes neither a male nor female). Men will always view the character as Female and Women will always view the character as Male (and not all that attractive at that).

Silence (cursed)

Whoever takes this potion becomes mute and unable to utter a sound (make sure the player just sits there and uses hand signals to "speak" with the group). When the player is trying to get ideas across to the group, he or she should be losing combat rounds or (at the least) making it easier for his or her enemies to land hits.

Sixth Sense

When taken this potion the character will gain a temporary bonus to his or her Sixth Sense Synergy bonus. The amount of increase depends on the strength of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds restored by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Shape Change

This potion is a very powerful polymorph potion. It allows the character to shift in and out of a form. The actual change takes one combat round. The drinkers new form may include any animal or creature that lives in the world today and whose RS rating is at least half that of the drinker but no greater than double the drinkers rating.

The change does not repair damage. If the drinker is damaged before the change he or she will be damaged after the change. The drinker's original Wound total carry though regardless of what form is taken.

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When the caster assumes a new form, all spells and spell effects that were present before the shape change will be present after the change is complete.

The casters equipment will change with the character so long as the character is not encumbered (the character must be carrying his free weight figure or less). Extra equipment falls to the ground.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Shout

1d4 rounds after this potion is consumed the character will give out one huge scream. Any creature facing the character is stunned for one combat round.

Skill

This is a very powerful Potion. When taken, it will increase the characters Synergy Bonus in any one skill (weapon, adventuring or spell skill). The character picks the skill. The amount of synergy bonus given to the skill is determined by the potion's strength.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The bonus given to the characters synergy bonus (in a skill of the players choice).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Slow to Attack (Cursed)

The characters melee Attack Speed dice become 24/2d12, regardless of the melee weapon being used.

Speak the Truth

When this potion is in affect the character cannot lie. The character can refuse to answer a question but cannot make even the tinniest lie.

Speed

When this potion is taken, the character picks a weapon. The weapons attack speed dice change as determined by the strength of the potion.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	16/2d8	No Modifier
16-17	14/1d6+1d8	* 2
18-19	12/2d6	* 3
20	10/1d4+1d6	* 4

Strength: The Attack Speed Dice used by the weapon.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Stealth

When this potion is taken the Synergy Bonus in the users Concealment and Move Un-Noticed skills increase. The amount of increase depends on the strength of the potion. Roll for each skill separately.

The potion's Strength is determined on the table below (roll 1d20).

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Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The bonus given to the characters synergy bonus (roll for each of the two skills separately).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Steel Legs

So long as this potion remains in effect the recipient will find that he will not suffer fall damage if he manages to land on his feet. The potion will give the character's legs the strength of great steel springs, absorbing all damage from the fall. The character is not immune from damage from special surfaces (i.e., he might still hit the spikes at the bottom of the pit). The character will not take damage from the fall itself. The potions duration is a function of how strong the potion is.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

A character must make a balance skill check to land on his or her feet.

Spell Cancel (Cursed)

When this potion is taken it instantly cancels the affects of any and all potions that are currently affecting the drinker. In addition, this potion cancels any spells that are currently in affect on the caster.

Spell Failure (Cursed)

Once this potion has been taken, there is a straight 40% chance that any spell cast by the character will fizzle.

Spell Problems (cursed)

The character may have problems when he or she goes to cast a spell. The chance for a problem is 40%. If the roll indicates a problem then the spell will still cast. However, healing spells will heal those fighting against the caster and damage spells will hurt those fighting on the side of the caster (determine targets randomly).

Spell Target (cursed)

Any spell cast by the character will do damage against the character rather than the intended target of the spell.

Synergy

When this potion is taken the characters synergy bonus returns. The bonus returned is always the last used.

The potion's strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d4	No Modifier
16-17	2d6	* 2
18-19	2d8	* 3
20	2d10	* 4

Strength: The number of Synergy Bonus Points restored by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Thick Hide

The increase hide potion increases the protective value of the characters hide. Roll on the following table to see the exact strength of the potion.

The potion's duration is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+ 1	No Modifier
16-17	+ 2	* 2
18-19	+ 3	* 3
20	+ 4	* 4

Strength: The number added to the character's WR dice rolls.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Target (cursed)

The character becomes the target of every free monster until the battle ends. This includes the target of every spell that is cast by the enemy or missile fired by the enemy.

Time to Panic (cursed)

When the magic in this potion is released, it causes all of the character's weapons and armour to vanish. The character's weapons and armour return after the combat has finished.

Transmutation / Polymorph (cursed)

The character's form changes. The potion will not change the character into an animal or other small helpless furry creature. What it will do is reshape the character's body in some horribly funny way. This means that the character may polymorph into himself but missing an arm or leg. Think of the fighter that drinks the potion and suddenly changes to have no left arm. Looking down, he sees his arm on the ground, the shield still strapped to it or the potion bottle still in its fingers (if you really want to get weird, you can have the arm try to crawl away). A character may lose a leg or a foot (or you could have the magic user lose both of his or her arms). The final effect is left to the Legend Weaver when the potion is consumed.

When the potion's duration ends, the character is returned to his normal form. However, the character will find that the body parts lost are still on the ground where they fell (on the assumption they did not crawl away).

Trap Awareness

When this potion is taken the user has a chance to feel when there is a trap near (this check is made before any other checks are made by the character and should be rolled by the Legend Weaver, not the player). When in effect there is a 2 in 6 chance that the character will know there is a trap present as he walks up to an item or up to a trap. The awareness does not extend to the detection of Glyphs.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

True Sight

When this spell is cast the character sees everything for what it really is. The character instantly sees through disguises, illusions, see traps, secret doors, magical energy, and even alignments. One item or area can be looked at each combat round.

Turn to Gas (cursed)

The drinker is turned into a small cloud of gas that floats harmlessly around the room for the duration of the potion (3d6 combat rounds in this case). Although the gas is impervious to damage, the character cannot see or hear what is going on while the potion is in effect (have the character leave the room and only bring him back when the effects of the potion wear off... perhaps he or she will be surrounded by a large group of monsters poking the gas cloud to see if they can get a reaction out of it...).

View Aura

When this potion is consumed, the character will be able to see a creature's aura. This means that the

character will know if the character has good or evil in its alignment. One creature may be checked per combat round (you do have to stare at them for awhile and get a vacant dazed look on your face before the aura comes into focus).

Walk on Water

When this potion is consumed the recipient will be able to walk on water. The character has full movement while on water. The potion will support the characters own weight plus his free weight figure. The character's movement rate decreases by one for each VL item over his or her Free Weight figure.

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Water

When this potion is taken the recipient will find that he does not have to drink for a period of time. The potions duration is a function of its strength.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	1 day	No Modifier
16-17	1 week	* 1.5
18-19	1 month	* 2
20	1 year	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the

skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Water Adapt

When this potion is taken the character will adapt for life in the water. Webs will grow between the character fingers and toes (and the feet will enlarge somewhat to aid in swimming). The character's swimming speed in water becomes equal to his walking rate on land. In addition to this, the character will grow gills allowing the character to breath normally while on land or in water with equal ease. The character remains in this state as determined by the strength of the potion as determined on the table below

The potion's duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Nearly all aspects of fighting are changed by the presence of water. As a rule of thumb, all non-piecing weapons suffer a +6 to hit penalty and do half damage (roll the damage, half it and apply it to the creature hit). All missiles weapons have their range halved and the attack speeds on all weapons are doubled (roll the attack speed and double it). Gunpowder weapons cannot be used underwater as well as any magic that uses fire. Electrical based damage spells work, but create an electrical charge that spreads out from the caster and affects everyone and everything (including the caster) that is within 20+1d20 feet of the caster (and armor does not negate any electrical damage in this case).

I will eventually do a write up detailing the affects of fighting underwater but for now, these will help give you some idea of the changes.

Water Breathing

When this potion is consumed the character will be able to breath water and not drown. The character's movement rates will still be halved underwater as well as his or her attack speed, but it is impossible for the character to suffer drowning damage from breathing water. Moving from water to air takes 1d6 combat rounds in which the character is helpless (i.e., while the characters lungs fill or clear themselves of water). When moving from water to land, the character is helpless for 1d2 combat rounds.

Nearly all aspects of fighting are changed by the presence of water. As a rule of thumb, all non-piecing weapons suffer a +6 to hit penalty and do half damage (roll the damage, half it and apply it to the creature hit). All missiles weapons have their range halved and the attack speeds on all weapons are doubled (roll the attack speed and double it). Gunpowder weapons cannot be used underwater as well as any magic that uses fire. Electrical based damage spells work, but create an electrical charge that spreads out from the caster and affects everyone and everything (including the caster) that is within 20+1d20 feet of the caster (and armor does not negate any electrical damage in this case).

I will eventually do a write up detailing the affects of fighting underwater but for now, these will help give you some idea of the changes.

What a Wimp (cursed)

The character becomes a wimp until the end of the battle. On the round following any round in which the character takes actual damage (even a single point) the character has a screaming hissy fit about the horrid wound he or she has just taken. While the character is throwing this screaming fit, he or she can take no other action.

New Potions

If you make your own potions, you can use the following as a basis for strength and duration. Also included is the generic write-up for potions that are thrown.

The potion's Duration is determined on the table below (roll 1d20).

Roll	Duration	Modifier
01-15	6 hours	No Modifier
16-17	12 hours	* 1.5
18-19	24 hours	* 2
20	1 week	* 4

Duration: When the time expires, the character returns to normal (i.e., the potion wears off and the character returns to normal).

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

The potion's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of wounds restored by drinking the potion.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section Making Potions Pastes and Salves for more information.

Thrown Potions

This potion is not consumed. The potion vial is thrown. If the potion is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the potion may be thrown is equal to the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a

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15 the potion lands 5 feet from the intended target).
To determine the direction of the drift roll a d8 (each
1 on the dice is equal to 45 degrees in a circle).