2X Potions

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

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

Potions:
Name- The name of the potion.
Price- The cost when purchased from stores is this times the potency. Potions of the potency of two are uncommon and the potency of three is rare. Higher potencies are almost never found. Many potions can't be purchased and in this case no price will be listed.
Ingredients- What ingredients need to be mixed together to make the potion. There may be special level, material, class, or other requirements in order to make the potion. If so, it will say this here. It will also state if the potion has a maximum potency, required brewing difficulty, or other special things associated with making the potion. Ingredients are listed with shortened names based on what they are (such as “Casantas Mushrooms” is simply called “Mushroom”). All of the shortened names use part of their original name and are obvious enough that there shouldn't be any confusion. Below is a list of the ingredients and their common uses.

<table>
<thead>
<tr>
<th>Ingredient</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Casantas Mushrooms</td>
<td>Covers taste</td>
<td>10</td>
</tr>
<tr>
<td>Four Leaf Clover</td>
<td>Luck</td>
<td>5</td>
</tr>
<tr>
<td>Ritter Weed</td>
<td>Breath underwater</td>
<td></td>
</tr>
<tr>
<td>Blood Moss</td>
<td>Speech with the dead</td>
<td></td>
</tr>
<tr>
<td>Nesin Root</td>
<td>Darkness</td>
<td></td>
</tr>
<tr>
<td>Stardust Flower</td>
<td>Light or flashes</td>
<td></td>
</tr>
<tr>
<td>Icerian Powder</td>
<td>Cold and ice</td>
<td></td>
</tr>
<tr>
<td>Stem of Luranda</td>
<td>Healing</td>
<td></td>
</tr>
<tr>
<td>Aracnis Silk</td>
<td>Adhesive</td>
<td></td>
</tr>
<tr>
<td>Holy Water</td>
<td>Harms undead</td>
<td></td>
</tr>
<tr>
<td>Flotile Acid</td>
<td>Acid</td>
<td></td>
</tr>
<tr>
<td>Serpentine Venom</td>
<td>Lethal poison</td>
<td></td>
</tr>
<tr>
<td>Some of the special ingredients</td>
<td>Non-lethal poisons</td>
<td></td>
</tr>
<tr>
<td>Description- Brief description of</td>
<td>Wolfs Bane</td>
<td></td>
</tr>
<tr>
<td>Description of the potion and its effect.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Recovery

Tonic: Price: 10 Ingredients: 5/10 Mushroom, 2/10 Stem
Description: Red potion that recovers 1d12 HP (minimum roll of 4)/point of potency when drank. A fast acting medical remedy for mild injuries, it helps speed blood clotting of open wounds and prevents infection.

Greater Remedy: Price: 55 Ingredients: 1 Mushroom, 4/10 Stem
Description: A quick and effective healing potion, generally more potent than a simple tonic. It recovers 10% of the drinker's hit points/point of potency.

Fortification: Price: 45 Ingredients: 1 Mushroom, 2/10 Fauna, 2/10 Sap, 2/10 Stem
Description: Often used just before a fight, this green brew increases the character's current number of HP by 5%/point of potency. This can increase the number of hit points beyond the maximum (see Changes in Hit Points or Mana in the game rules section (1.3)).

Either: Price: 10 Ingredients: 5/10 Mushroom, 2/10 Shell
Description: This is pale blue liquid that clears its drinker's mind, recovering 1d10 mana (minimum roll of 3)/point of potency.

Clarity: Price: 65 Ingredients: 1 Mushroom, 6/10 Shell
Description: Powerful potion of the darkest shade of blue. It clears and focuses its drinker's mind, doubling their
Breath of Life  Price: 60  Ingredients: 3 Clover, 2 Moss, 1 Stem
Description: Smelling of exotic flowers, this drought is powerful enough to return characters from the brink of death. When poured into a character's mouth, the character will begin to glow. If left undisturbed for a full day, the wounds will heal and at the end of the day, the character will revive. Any loss of limbs will simply have skin grow over the stumps. This must be used within a number of days equal to the potency and the body must also be relatively intact (the loss of a head or mutilation may make this impossible). If the body is disturbed (moved at all) before the character

Lifeline  Price: 50  Ingredients: 1 Mushroom, 4/10 Clover, 2 Dust, 2/10 Stem
Description: The drinker of this potion feels that they have been detached somewhat from their body, yet it also strengthens their will for life. For the duration of the potion's effects (three rounds/potency) the character won't respond to pain, mind altering effects, or even death. Regardless of injuries, the character may take actions as if they are unconscious. The character is unaware of the actions of the body (this is also the potion's effect if the petrification would last indefinitely). This can also be used to instantly cure paralysis.

Purification  Price: 35  Ingredients: 1 Mushroom, 1 Clover, 2 Fauna, 2 Sap
Description: Though not as effective as other potions of recovery, this can cure a wide variety of ailments. Any negative conditional effect, as well as its duration, is reduced by 5%/point of potency. This doesn't effect magical effects like curses. Any diseases or illness is cured in a couple of rounds.

Grim's Keeper  Price: 25  Ingredients: 5/10 Mushroom, 2/10 Clover, 4/10 Fauna
Description: A simple medical treatment that preserves the dying until they can be taken to a proper healer. This will prevent further loss of life by poisons, blood loss, and other conditions that are harming the character. When drank, the character falls in a deep slumber for the duration of the potion which is the potency in hours (the potion won't have any effect if the drinker resists falling asleep). The effects will end, waking the character, if they are harmed.

Pick Me Up  Price: 30  Ingredients: 1 Mushroom, 2/10 Sap, 2/10 Stem, 1/10 Blood
Description: A putrid tasting, but fast acting remedy for crippling injuries. Most often given to those who have collapsed (fallen below one hit point), this recovers the character to 10%/point of potency of their maximum hit points and wakes them up after three rounds. This has no effect if the character's dead.

Thawing  Price: 7  Ingredients: 1/10 Sulfur, 1/10 Fauna, 1/10 Acid
Description: Warm, clear liquid that heats anything it touches to around a hundred degrees Celsius. To gradual an effect to be very effective to scold enemies, this is mostly used to warm cold characters or thaw those who are frozen. This reduces the percentage effects of cold damage by 7%/point of potency.

Rejuvenation  Price: 80  Ingredients: 1 Mushroom, 2/10 Sap, 5/10 Shell, 5/10 Stem
Description: Swirling red and blue mixture making the most potent potion for recovery. The character will regain 10% of their HP and mana/potency of potency. This will also end any conditional effects and temporary magical ailments (generally curses). For a number of rounds after drank equal to the potency the character will continue to recover 10% of their hit points and mana (if they have lost any).

Dilution  Price: 5  Ingredients: 2/10 Fauna, 1/10 Acid
Description: A chemical concoction that shifts between being an acid and a base so that it is the opposite of whatever surface it is on. This counters the effects of any acid or base it comes in contact with by 10/potency of potency.

Antidote  Price: 5  Ingredients: 3/10 Mushroom, 2/10 Sap
Description: A fast acting, green antidote to most poisons, reducing the effects of the poison by 10/potency of potency.

Sefa's Release  Price: 12  Ingredients: 1/10 Fauna, 1/10 Soil, 1/10 Acid
Description: Designed to weaken the bonds of any surface it touches, this potion is used for a variety of purposes. Recreationaly it is used to ease tense muscles. It is also used to weaken locks, shields, and other hard materials, reducing its toughness by 10%/point of potency for six rounds. However, it's most famous use is as a treatment for petrification, weakening the stone that entombs a character. This reduces the duration by petrifaction by double the potency in rounds. At most the petrification can last ten minus the potency in rounds after the potion has been applied (this is also the potion's effect if the petrification would last indefinitely). This can also be used to instantly cure paralysis.

Purification  Price: 35  Ingredients: 1 Mushroom, 1 Clover, 2 Fauna, 2 Sap
Description: Though not as effective as other potions of recovery, this can cure a wide variety of ailments. Any negative conditional effect, as well as its duration, is reduced by 5%/point of potency. This doesn't effect magical effects like curses. Any diseases or illness is cured in a couple of rounds.

Grim's Keeper  Price: 25  Ingredients: 5/10 Mushroom, 2/10 Clover, 4/10 Fauna
Description: A simple medical treatment that preserves the dying until they can be taken to a proper healer. This will prevent further loss of life by poisons, blood loss, and other conditions that are harming the character. When drank, the character falls in a deep slumber for the duration of the potion which is the potency in hours (the potion won't have any effect if the drinker resists falling asleep). The effects will end, waking the character, if they are harmed.

Pick Me Up  Price: 30  Ingredients: 1 Mushroom, 2/10 Sap, 2/10 Stem, 1/10 Blood
Description: A putrid tasting, but fast acting remedy for crippling injuries. Most often given to those who have collapsed (fallen below one hit point), this recovers the character to 10%/point of potency of their maximum hit points and wakes them up after three rounds. This has no effect if the character's dead.

Thawing  Price: 7  Ingredients: 1/10 Sulfur, 1/10 Fauna, 1/10 Acid
Description: Warm, clear liquid that heats anything it touches to around a hundred degrees Celsius. To gradual an effect to be very effective to scold enemies, this is mostly used to warm cold characters or thaw those who are frozen. This reduces the percentage effects of cold damage by 7%/point of potency.

Rejuvenation  Price: 80  Ingredients: 1 Mushroom, 2/10 Sap, 5/10 Shell, 5/10 Stem
Description: Swirling red and blue mixture making the most potent potion for recovery. The character will regain 10% of their HP and mana/potency of potency. This will also end any conditional effects and temporary magical ailments (generally curses). For a number of rounds after drank equal to the potency the character will continue to recover 10% of their hit points and mana (if they have lost any).

Dilution  Price: 5  Ingredients: 2/10 Fauna, 1/10 Acid
Description: A chemical concoction that shifts between being an acid and a base so that it is the opposite of whatever surface it is on. This counters the effects of any acid or base it comes in contact with by 10/potency of potency.

Antidote  Price: 5  Ingredients: 3/10 Mushroom, 2/10 Sap
Description: A fast acting, green antidote to most poisons, reducing the effects of the poison by 10/potency of potency.

Sefa's Release  Price: 12  Ingredients: 1/10 Fauna, 1/10 Soil, 1/10 Acid
Description: Designed to weaken the bonds of any surface it touches, this potion is used for a variety of purposes. Recreationaly it is used to ease tense muscles. It is also used to weaken locks, shields, and other hard materials, reducing its toughness by 10%/point of potency for six rounds. However, it's most famous use is as a treatment for petrification, weakening the stone that entombs a character. This reduces the duration by petrifaction by double the potency in rounds. At most the petrification can last ten minus the potency in rounds after the potion has been applied (this is also the potion's effect if the petrification would last indefinitely). This can also be used to instantly cure paralysis.

Purification  Price: 35  Ingredients: 1 Mushroom, 1 Clover, 2 Fauna, 2 Sap
Description: Though not as effective as other potions of recovery, this can cure a wide variety of ailments. Any negative conditional effect, as well as its duration, is reduced by 5%/point of potency. This doesn't effect magical effects like curses. Any diseases or illness is cured in a couple of rounds.

Grim's Keeper  Price: 25  Ingredients: 5/10 Mushroom, 2/10 Clover, 4/10 Fauna
Description: A simple medical treatment that preserves the dying until they can be taken to a proper healer. This will prevent further loss of life by poisons, blood loss, and other conditions that are harming the character. When drank, the character falls in a deep slumber for the duration of the potion which is the potency in hours (the potion won't have any effect if the drinker resists falling asleep). The effects will end, waking the character, if they are harmed.

Pick Me Up  Price: 30  Ingredients: 1 Mushroom, 2/10 Sap, 2/10 Stem, 1/10 Blood
Description: A putrid tasting, but fast acting remedy for crippling injuries. Most often given to those who have collapsed (fallen below one hit point), this recovers the character to 10%/point of potency of their maximum hit points and wakes them up after three rounds. This has no effect if the character's dead.

Thawing  Price: 7  Ingredients: 1/10 Sulfur, 1/10 Fauna, 1/10 Acid
Description: Warm, clear liquid that heats anything it touches to around a hundred degrees Celsius. To gradual an effect to be very effective to scold enemies, this is mostly used to warm cold characters or thaw those who are frozen. This reduces the percentage effects of cold damage by 7%/point of potency.

Rejuvenation  Price: 80  Ingredients: 1 Mushroom, 2/10 Sap, 5/10 Shell, 5/10 Stem
Description: Swirling red and blue mixture making the most potent potion for recovery. The character will regain 10% of their HP and mana/potency of potency. This will also end any conditional effects and temporary magical ailments (generally curses). For a number of rounds after drank equal to the potency the character will continue to recover 10% of their hit points and mana (if they have lost any).

Dilution  Price: 5  Ingredients: 2/10 Fauna, 1/10 Acid
Description: A chemical concoction that shifts between being an acid and a base so that it is the opposite of whatever surface it is on. This counters the effects of any acid or base it comes in contact with by 10/potency of potency.

Antidote  Price: 5  Ingredients: 3/10 Mushroom, 2/10 Sap
Description: A fast acting, green antidote to most poisons, reducing the effects of the poison by 10/potency of potency.
returns to life, the potion will lose its effect.

**Empowerment**

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

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

**Harm**

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

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

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

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

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

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

**Poison**

**Other**

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

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