

Type	Duration	Availability	Cost	Description	Notes and Restrictions
Clear Thought	10 Minutes	Very Common	500	+20% with any Knowledge skill roll	Must be human-sized or smaller.
Deftness	10 Minutes	Very Common	500	+20% with any Manipulation skill roll	Must be human-sized or smaller.
Healing Elixir I, Elven	Instantaneous	Very Common	500	Instantly heals 2d6 hit points of wounds.	Heals hit point damage from wounds, poison, or disease. Does not regenerate lost limbs or organs. Cannot resurrect the dead. Must be swallowed, which makes it very difficult to administer to an unconscious character.
Jumping Potion	10 Minutes	Very Common	500	Jump twice normal distance, x2 jumping skill	Must be human-sized or smaller.
Keen Senses	10 Minutes	Very Common	500	+20% with any Perception skill roll	Must be human-sized or smaller.
Might	10 Minutes	Very Common	500	+20% with any Physical skill roll	Must be human-sized or smaller.
Personality	10 Minutes	Very Common	500	+20% with any Communication skill roll	Must be human-sized or smaller.
Potion of Night Vision	10 Hours	Very Common	500	Can see in the dark as well as a cat.	Must be human-sized or smaller. No effect if the character has dark vision.
Sustenance Potion	10 Days	Very Common	500	No need to eat or drink.	Must be human-sized or smaller.
Wakefulness Potion	10 Days	Very Common	500	No need to sleep.	Will sleep deeply for one day immediately after effect expires. Must be human-sized or smaller.
Bravery Brew	10 Hours	Common	1000	Automatically make any morale roll or save verses fear. Not affected by fear causing magic. +20% to all melee attack rolls.	Must be human-sized or smaller.
Fire Resistance	10 Minutes	Common	1000	Withstand high heat. Half damage (after armor) from fire or heat based attacks.	Must be human-sized or smaller.
Frost Resistance	10 Minutes	Common	1000	Withstand extreme cold. Half damage (after armor) from frost or cold based attacks.	Must be human-sized or smaller.
Healing Elixir II, Brownie	Instantaneous	Common	1000	Instantly heals 4d6 hit points of wounds.	Heals hit point damage from wounds, poison, or disease. Does not regenerate lost limbs or organs. Cannot resurrect the dead. Must be swallowed, which makes it very difficult to administer to an unconscious character.
Potion of Dark Vision	10 Hours	Common	1000	Can see in complete dark, but black and white only. Blinded in sunlight.	Must be human-sized or smaller.
Potion of Daylight Vision	10 Hours	Common	1000	Replaces dark vision with normal human sight.	Must be human-sized or smaller.
Potion of Disease Resistance	10 Days	Common	1000	Will not contract any non-magical diseases.	No effect on existing diseases. Must be human-sized or smaller.
Rapid Reading Elixir	10 Hours	Common	1000	Read at ten times normal speed.	Must be literate. Must be human-sized or smaller.
Spider Walking Potion	10 Minutes	Common	1000	Walk on walls or ceilings at normal speed.	Cannot run since you must maintain one hand or foot on the surface at all times. Must be human-sized or smaller.

Strength Potion I, Ogre	10 Minutes	Common	1000	Drinker gains +8 to Strength Potion, including an additional +1d6 damage bonus.	Must be human-sized or smaller.
Toughness Potion	10 Minutes	Common	1000	Skin and flesh become tougher, halve all physical damage from any source.	Halve the damage after armor and other protections are subtracted. Must be human-sized or smaller.
True Seeing	10 Minutes	Common	1000	Clearly see all magickally invisible creatures or items. Also see through all illusions.	Must be human-sized or smaller. The effect is visual only. There is no effect on auditory or olfactory illusions.
Water Walking Potion	10 Hours	Common	1000	Walk on any calm body of water.	Cannot run, the effect will dissipate if any other action is taken, such as attacking, can carry only a light load, any armor or another person is too heavy. Must be human-sized or smaller.
Breath Brew	10 Hours	Uncommon	2000	Able to breath in any medium. An air breather could breath underwater or in a cloud of poison gas, or a water creature can breath out of the water.	Must be human-sized or smaller.
Fine Weather Philter	10 Days	Uncommon	2000	No adverse effect from wintery cold or desert heat.	No effect on any damage from spells or other attacks. Must be human-sized or smaller.
Flying Potion I, Butterfly	10 Minutes	Uncommon	2000	Fly like a butterfly with the same limitations on speed, acceleration, maneuvers, and hovering. Acrobatic maneuvers and aerial combat would require the use of the Fly skill.	Must be human-sized or smaller.
Healing Elixer III, Faerie	Instantaneous	Uncommon	2000	Instantly heals 6d6 hit points of wounds	Heals hit point damage from wounds, poison, or disease. Does not regenerate lost limbs or organs. Cannot resurrect the dead. Must be swallowed, which makes it very difficult to administer to an unconscious character.
Invisibility Potion	10 Minutes	Uncommon	2000	Invisibility to all forms of sight, and makes no sound. The spell dissipates immediately if the drinker speaks, attacks, throws an item, or casts a spell. The drinker may walk normally, open doors, or pick up and put down items. They can also see and hear normally.	Must be human-sized or smaller.
Magic Sensitivity Elixer	10 Hours	Uncommon	2000	The caster can sense whether there is anything magical within his field of vision. If so, he can designate one creature or item per round, to ascertain if that particular item is magical.	The caster has no sense of whether the item has a spell cast upon it, or if it is permanently magical. However, they may have a sense of great magic if the item is particularly powerful.
Running Potion	10 Hours	Uncommon	2000	One willing target can run twice as fast. The target suffers no fatigue from running. This will also affect Flying Potion, swimming, or climbing if appropriate.	There is no effect on defense, skills, or number of actions. Must be human-sized or smaller.
Scar Remedy	Instantaneous	Uncommon	2000	All scars fade. Skin becomes smooth and unblemished.	Must be human-sized or smaller.
Strength Potion II, Troll	10 Minutes	Uncommon	2000	Drinker gains +16 to Strength Potion, including an additional +2d6 damage bonus.	Must be human-sized or smaller.
Tongues	10 Minutes	Uncommon	2000	Speak and understand the first foreign language heard after drinking.	Must be human-sized or smaller.
Flying Potion II, Hawk	10 Hours	Rare	4000	Fly like a hawk, with the same limitations on speed, acceleration, maneuvers, and hovering. Acrobatic maneuvers and aerial combat would require the use of the Fly skill.	Must be human-sized or smaller.
Healing Elixer IV, Unicorn	Instantaneous	Rare	4000	Instantly heals 8d6 hit points of wounds	Heals hit point damage from wounds, poison, or disease. Does not regenerate lost limbs or organs. Cannot resurrect the dead. Must be swallowed, which makes it very difficult to administer to an unconscious character.
Magic Restorative	Instantaneous	Rare	4000	Regain 3d6 magic points.	Will not raise magic points above maximum. Must be human-sized or smaller.
Strength Potion III, Giant	10 Minutes	Rare	4000	Drinker gains +24 to Strength Potion, including an additional +3d6 damage bonus.	Must be human-sized or smaller.
True Sight Potion	10 Hours	Rare	4000	Grants the ability to see through illusions and invisibility. An illusion will appear as a vague transparent shape instead of opaque. An invisible creature or item will appear as a black shape without any details.	The target must be human-sized or smaller, and possess eyesight as a primary sense.
Universal Cure Cordial	Instantaneous	Rare	4000	Cure all contagious diseases, and any carrier of the disease such as lice or bacteria. In addition, this potion will remove any natural non-magical poison in the drinker's system.	No hit points or damage from the disease or poison are healed. No effect on permanent diseases such as leprosy, cancer, or dementia. Must be human-sized or smaller.

Universal Remedy	Instantaneous	Rare	4000	Remove any non-magical poison or venom in the drinker's system. Regain any lost hit points or other effects. No effect if administered more than 10 minutes after being poisoned.	Must be human-sized or smaller.
Flying Potion III, Dragon	10 Days	Legendary	8000	Fly like a dragon with the same limitations on speed, acceleration, maneuvers, and hovering. Acrobatic maneuvers and aerial combat would require the use of the Fly skill.	Must be human-sized or smaller.
Strength Potion IV, Titan	10 Minutes	Legendary	8000	Drinker gains +32 to Strength Potion, including an additional +4d6 damage bonus.	Must be human-sized or smaller.
Youth Potion	Instantaneous	Mythic	16000	Physical age lowered to youthful adult, 24 years old for a human. The drinker must attempt a roll on Pow x 3%. If failed, then there is no effect from the potion. If fumbled then the drinker's body disintegrates with no chance of resurrection	No effect if not older than a youthful adult. Must be human-sized or smaller.