

| Type | Duration | Availability | Cost | Description | Notes and Restrictions |
|-------------------------|---------------|--------------|------|---|--|
| Contraceptive | Pow hours | very common | 500 | No chance of becoming pregnant or causing pregnancy. | No effect if already pregnant. Does not grant immunity to sexually transmitted diseases. Must be human-sized or smaller. |
| Healing Elixer, Brownie | Instantaneous | very common | 500 | Instantly heals 1d6 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 | Pow rounds | very common | 500 | Jump twice normal distance, reroll any missed jumping roll once. | Must be human-sized or smaller. |
| Night vision | Pow 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 | Pow days | very common | 500 | No need to eat or drink. | Must be human-sized or smaller. |
| Wakefulness | Pow 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 | Pow minutes | common | 1000 | Automatically make any morale roll or save verses fear. Not affected by fear causing magic. | Must be human-sized or smaller. |
| Dark vision | Pow minutes | common | 1000 | Can see in complete dark, but black and white only. Blinded in sunlight. | Must be human-sized or smaller. |
| Disease resistance | Pow hours | common | 1000 | Will not contract any non-magical diseases. | No effect on existing diseases. Must be human-sized or smaller. |
| Healing Elixer, Elf | Instantaneous | common | 1000 | 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. |
| Daylight vision | Pow hours | common | 1000 | Replaces dark vision with normal human sight. | Must be human-sized or smaller. |
| Speed reading | Pow minutes | common | 1000 | Read at ten times normal speed. | Must be literate. Must be human-sized or smaller. |
| Spider walking | Pow rounds | 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. |
| Toughness | Pow rounds | 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. |
| Water walking | Pow rounds | 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. |
| Abortion | Instantaneous | uncommon | 2000 | Induces miscarriage with no harmful effects to the woman. | Only effective if already pregnant and before 3rd trimester (or equivalent). Must be human-sized or smaller. |
| Breathing | Pow rounds | uncommon | 2000 | 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. |
| Flying | Pow rounds | uncommon | 2000 | 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. |

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| Healing Elixer, Faerie | Instantaneous | uncommon | 2000 | 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. |
| Invisibility | Pow rounds | 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. |
| Sense magic | Pow rounds | 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 | Pow rounds | uncommon | 2000 | One willing target can run twice as fast. The target suffers no fatigue from running. This will also affect flying, swimming, or climbing if appropriate. | There is no effect on defense, skills, or number of actions. Must be human-sized or smaller. |
| Scar removal | Instantaneous | uncommon | 2000 | All scars fade. Skin becomes smooth and unblemished. | Must be human-sized or smaller. |
| Warrior spirit | Pow rounds | uncommon | 2000 | All melee weapon, shield, brawling, and dodge skills are 75% unless already higher. | Must be human-sized or smaller. No effect on throwing, missile, or any other skills. |
| Weather resistance | Pow 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. |
| Healing Elixer, Unicorn | Instantaneous | rare | 4000 | 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. |
| True sight | Pow rounds | 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 | 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. |
| Enlarge Endowment | Pow hours | very rare | 8000 | Increases sexual endowment (breast size, penis size, or racial equivalent) to spectacular. | Must be human-sized or smaller. |
| Youth | Instantaneous | legendary | 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. |
| Acrophobia | Permanent, Curse | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. All rolls are at 1/2 when within close range of any ledge or window of falling distance more than the character's height. | Must be human-sized or smaller. |
| Changing teams | Permanent, Curse | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. Changes sexual proclivity, heterosexual to homosexual, bisexual to asexual, or vice versa. | Must be human-sized or smaller. |
| Claustrophobia | Permanent, Curse | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. All rolls are at 1/2 while in a confined space. | Must be human-sized or smaller. |
| Disease | Instantaneous | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. Contract one random disease. | Must be human-sized or smaller. |
| Muteness | Permanent, Curse | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. Afflicted with total muteness. | Must be human-sized or smaller. |
| Poisonous, weak | Instantaneous | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. Potency 1d6 magical poison damage. | Effects creatures even if immune to normal poisons |
| Shrink Endowment | Permanent, Curse | not available | 500 | The drinker is allowed a Pow x 3% roll to resist the effects. Decreases size of sexual endowment (breast size, penis size, or racial equivalent) to meager. | Must be human-sized or smaller. |

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| Deafness | Permanent, Curse | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Afflicted with total deafness. | Must be human-sized or smaller. |
| Poisonous, harmful | Instantaneous | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Potency 3d6 magical poison damage. | Effects creatures even if immune to normal poisons |
| Sex change | Instantaneous | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Physically change to the opposite sex. Sexual proclivity does not change. No skill or attribute changes. | Must be human-sized or smaller. |
| Slowness | 1 day | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Walking, running, swimming, and flying speed is cut in half. This does not affect number of actions. | Must be human-sized or smaller. |
| Tongue twister | 1 day | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Cannot speak or understand any spoken or written language. Basic sign language permitted, such as come this way or eat. | Must be human-sized or smaller. |
| Ugliness | Permanent, Curse | not available | 1000 | The drinker is allowed a Pow x 3% roll to resist the effects. Facial features change and warp, leaving the drinker a scarred horror with open sores and patchy hair. Voice will become gravely and hard to understand. App is reduced to racial minimum, that is, 3 for a human. Communication skill are reduced appropriately. | Must be human-sized or smaller. |
| Blindness | Permanent, Curse | not available | 2000 | The drinker is allowed a Pow x 3% roll to resist the effects. Afflicted with total blindness, 1/2 luck roll to resist the effect | Must be human-sized or smaller. |
| Gasping for air | 10 minutes | not available | 2000 | The drinker is allowed a Pow x 3% roll to resist the effects. Can only breathe in water if an air breather, can only breathe in air if a water breather. | Must be human-sized or smaller. |
| Old age | Permanent, Curse | not available | 2000 | The drinker is allowed a Pow x 3% roll to resist the effects. Physical age increases to old, 80 years old for a human. | Must be human-sized or smaller. |
| Poisonous, deadly | Instantaneous | not available | 2000 | The drinker is allowed a Pow x 3% roll to resist the effects. Potency 6d6 magical poison damage, 1/2 luck roll to resist all damage | Effects creatures even if immune to normal poisons |
| Suspended Animation | Permanent, Curse | not available | 2000 | The drinker is allowed a Pow x 3% roll to resist the effects. Suspended animation with the appearance of being dead. No need to eat or drink. | Permanent until dispelled by an external agent. Must be human-sized or smaller. |
| Poisonous, hellacious | Instantaneous | not available | 4000 | The drinker is allowed a Pow x 3% roll to resist the effects. Potency 10d6 magical poison damage, 1/2 luck roll to resist all damage | Effects creatures even if immune to normal poisons |