

GP	Potion	Duration	Description
600	Do Over Potion	1 Adventure	One do over per solo adventure, drink at beginning of adventure
1000	Citizen for a Day	1 Adventure	Change type to Citizen with all benefits, lose old type benefits, forget all spells, attributes do not change
1000	Goblin for a Day	1 Adventure	Change physical kindred to Goblin with all benefits, lose old kindred benefits, attributes do not change
1000	Ground Rule Double	1 Adventure	Double higher die on one saving roll, drink at beginning of adventure
2000	It Was All a Dream	1 Adventure	At end of adventure, player can decide to reset everything as if adventure never happened, character cannot do the same adventure again, drink at beginning of adventure, any other "at beginning of adventure" spells or potions are wasted
1000	Look Before You Leap	1 Adventure	One look ahead to all options from one paragraph, drink at beginning of adventure
1000	Not as Bad as I Thought	1 Adventure	Choose number on one wandering monster chart roll, drink at beginning of adventure
1000	Novice for a Day	1 Adventure	Any attribute above 18 is lowered to 18, any attribute modification affects original attribute, which then is lowered to a max of 18
2000	Boy for a Day	1 Adventure	Change physical gender to Male, size, features, and attributes do not change
2000	Girl for a Day	1 Adventure	Change physical gender to Female, size, features, and attributes do not change
2000	Human for a Day	1 Adventure	Change physical kindred to Human with all benefits, lose old kindred benefits, attributes do not change
2000	Warrior for a Day	1 Adventure	Change type to Warrior with all benefits, lose old type benefits, forget all spells, attributes do not change
3000	Hobb for a Day	1 Adventure	Change physical kindred to Hobb with all benefits, lose old kindred benefits, attributes do not change
3000	Leprechaun for a Day	1 Adventure	Change physical kindred to Leprechaun with all benefits, lose old kindred benefits, attributes do not change
3000	Rogue for a Day	1 Adventure	Change type to Rogue with all benefits, lose old type benefits, remember any spells, attributes do not change
4000	Dwarf for a Day	1 Adventure	Change physical kindred to Dwarf with all benefits, lose old kindred benefits, attributes do not change
4000	Elf for a Day	1 Adventure	Change physical kindred to Elf with all benefits, lose old kindred benefits, attributes do not change
4000	Wizard for a Day	1 Adventure	Change type to Wizard with all benefits, lose old type benefits, remember any spells, know all level 1 spells, attributes do not change
8000	Fairy for a Day	1 Adventure	Change physical kindred to Fairy with all benefits, lose old kindred benefits, attributes do not change
8000	Paragon for a Day	1 Adventure	Change type to Paragon with all benefits, lose old type benefits, remember any spells, know all level 1 spells, attributes do not change
8000	Troll for a Day	1 Adventure	Change physical kindred to Troll with all benefits, lose old kindred benefits, attributes do not change
9000	Mystic Visions	10 Minutes/5 Turn	Clairvoyance
10000	ESP	10 Minutes/5 Turn	Read thoughts
1200	Catseye	150 Minutes/75 Turns	See in dark
1400	Bat Sight	150 Minutes/75 Turns	Sonar
7200	Invulnerability	1d6 Turns	Immune to physical damage
7200	Warding	1d6 Turns	Immune to magical damage
3600	Strawberry Fields Forever	5 Days	No food required for 5 days, heals 5 Con, all poison saves reduced one level
3600	Wakefulness	5 days	No need to sleep, reroll any missed alertness roll once
15000	Wiz-Speak	5 Hours	Universal Translator
200	Will-o-Wisp	50 Minutes/25 Turns	Shake for 50 minutes of light

1000	Hidey Hole	50 Minutes/25 Turns	Invisible, drinker only (half cost)
1000	Spider Walking	50 Minutes/25 Turns	Walk on walls or ceiling at normal speed
1400	Air Bubble	50 Minutes/25 Turns	Self contained air supply
1600	Little Feets	50 Minutes/25 Turns	Double speed and combat rolls
2100	Fly Me	50 Minutes/25 Turns	Fly at running speed
3600	Double Double Rainbow	50 Minutes/25 Turns	Double one random Attribute for 25 turns, then halved for 25 turns
7200	Double Double Black	50 Minutes/25 Turns	Double Luck for 25 turns, then halved for 25 turns
7200	Double Double Blue	50 Minutes/25 Turns	Double Int for 25 turns, then halved for 25 turns
7200	Double Double Green	50 Minutes/25 Turns	Double Dex for 25 turns, then halved for 25 turns
7200	Double Double Orange	50 Minutes/25 Turns	Double Con for 25 turns, then halved for 25 turns
7200	Double Double Purple	50 Minutes/25 Turns	Double Wiz for 25 turns, then halved for 25 turns
7200	Double Double Red	50 Minutes/25 Turns	Double Str for 25 turns, then halved for 25 turns
7200	Double Double White	50 Minutes/25 Turns	Double Chr for 25 turns, then halved for 25 turns
7200	Double Double Yellow	50 Minutes/25 Turns	Double Spd for 25 turns, then halved for 25 turns
7500	Bigger is Better	50 Minutes/25 Turns	Increase size by 1d6+1
12500	Second Sight	50 Minutes/25 Turns	See through illusions
4400	Smaller is Smarter	80 Minutes/40 Turns	Reduce size by 1d6+1
400	Curl Up and Dye	Instantaneous	Changes the characters hair color and hair style, hair cannot be made longer
2000	Like a Virgin	Instantaneous	Returns a female character to physical virginity
2800	Too-Bad Toxin	Instantaneous	Purge one poison
4000	Poor Baby	Instantaneous	10 doses of healing
1000	Brownie Blend Healing	Instantaneous	1d6 healing
2000	Elven Blend Healing	Instantaneous	2d6 healing
4000	Faerie Blend Healing	Instantaneous	4d6 healing
8000	Unicorn Blend Healing	Instantaneous	8d6 healing
16000	Angel Blend Healing	Instantaneous	16d6 healing
4000	Unblemished	Instantaneous	Removes any scars and other blemishes
4200	Healing Feeling	Instantaneous	Heal one disease
7200	Booster Rainbow	Instantaneous	Increase one random Attribute by 1d6
14400	Booster Black	Instantaneous	Increase Luck by 1d6
14400	Booster Blue	Instantaneous	Increase Int by 1d6
14400	Booster Green	Instantaneous	Increase Dex by 1d6
14400	Booster Orange	Instantaneous	Increase Con by 1d6
14400	Booster Purple	Instantaneous	Increase Wiz by 1d6
14400	Booster Red	Instantaneous	Increase Str by 1d6
14400	Booster White	Instantaneous	Increase Chr by 1d6
14400	Booster Yellow	Instantaneous	Increase Spd by 1d6
28000	Young Again	Instantaneous	Remove 2d6 years from character's physical age

350	Curare Immunity	Permanent	Immunity to poison type
400	Scorpion Venom Immunity	Permanent	Immunity to poison type
500	Mandrake Immunity	Permanent	Immunity to poison type
500	Spider Venom Immunity	Permanent	Immunity to poison type
500	Wolfbane Immunity	Permanent	Immunity to poison type
650	Hellfire Juice Immunity	Permanent	Immunity to poison type
1300	Werebane Immunity	Permanent	Immunity to poison type
2000	Manbane Immunity	Permanent	Immunity to poison type
2750	Naga Spittle Immunity	Permanent	Immunity to poison type
3200	Dragon Venom Immunity	Permanent	Immunity to poison type
5250	Stone-fish Toxin Immunity	Permanent	Immunity to poison type