

POTIONWORKS

A SUPPLEMENT FOR DUNGEONSLAYERS

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DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

POTIONWORKS

RULES FOR POTIONS

Spellcasters may identify potions without using the spell “*Identify Magic*” by touching it and checking against MND+AU. A potion may also be identified by taking a little sip. This will not release the potions effect and will not waste it, though poisons may be dangerous even in very small portions.

Only one potion of a kind can have effect at the same time (two cooldown potions do work as a single one, a protective potion and a greater protective potion do add their effects)

Potion effects which are based on spells and of which the potency is calculated via RE, a minimum value of 4 is used.

DESCRIPTIONS OF POTIONS

The following list adds 32 new potions to the list in the standard rules.

Cooldown Potion (50GP)

These light blue potions halve the cooldown time of all spells for the duration of one fight.

Absolute Healing Potion (1000GP)

This milky potion casts the spell “Greater Healing” onto the user (no check needed)

See All Potion (200GP)

The user is able to see magic, invisible or hidden items and creatures for D20 rounds (traps, secret doors etc.)

Aging Potion (500GP)

In an instant the user grows 20 years older, including growth of hair and fingernails.

Respiration Potion (200GP)

The user of this bubbling potion does not need to breathe for BOD hours.

Madmans Potion (100GP)

This steaming drink heals D20 Hit Points in each of three following combat rounds. The user explodes messily in the forth round of combat, damaging every target up to 2m distance equal to the amount of received healing.

Fly Potion (200GP)

This yellow potion works like the spell “Fly!” on the user (check value 20, no critical failure).

Gaseous Form Potion (500GP)

This smoky potion effects the imbiber like the spell Gaseous Form (check value 20, no critical failure)

Poison Removal Potion (150GP)

Works like the Remove Poison Spell on the user (no check needed).

Potion of Luck (200GP)

The user may ignore all critical failures for D20 hours.

Heal Potion (10GP)

A red brew, it heals D20 hit points.

Great Healing Potion (25GP)

These burgundy potions heal 2D20 hit points.

Healing Potion, sustaining (20GP)

This purple red liquid heals 1 hit-point per round for 2D20 rounds.

Combat Potion (25GP)

This orange potion adds +1 to Melee Attack and Defense for one fight.

Scaling Potion (50GP)

The character may for D20 rounds scale walls and even ceilings upside down with his normal movement values.

Concentration Potion (200GP)

This grayish potion doubles the value of MND for MND in rounds.

Life Force Potion (500GM)

These blood red potions boost Hitpoints by D20 for D20 hours.

Haste Potion (200GP)

The consumers speed is doubled for D20 rounds.

Protective Potion (50GP)

Increases the users defense by 2 for D20 rounds.

Protective Potion, Greater (100GP)

Increases the users defense by +3 for D20 rounds.

Potion of levitation (25GP)

works like the *Levitation* spell (check value 20; no critical failure possible).

Potion of Strength (150GP)

This sweaty smelling potion doubles STR for STR rounds.

Talent Potion (100GP)

Metallic smelling potion that boosts one already known talent by 1 point for D20 rounds.

Teleport Potion (1000GP)

This swirly potion casts the spell teleport on the user (always succeeds), but no one else is affected.

Invisibility Potion (500GP)

This clear, colorless potion casts the spell “invisibility” on the imbiber (check value 20, always succeeds)

Potion of Invulnerability (1000GP)

The character gets +20 defense for D20 rounds by drinking this cloudy red potion. This bonus even applies to damage that may not be reduced by other means.

Potion of Embiggenment (200GP)

The user grows to double his size for D20 Minutes. BOD, ST and TO are doubled, all derived values are recalculated.

Potion of Youth (2000GP)

The user is instantly rejuvenated by D20 years.

Potion of Shrinking (100GP)

The user shrinks to half his size for D20 Minutes. BOD, ST and TO are halved, all derived values are recalculated.

Potion of Vigilance (15GP)

This clear potion confers a +5 bonus on perception checks for D20 hours.

Weapon Bless (25GP)

Applied to a weapon this silvery potion confers the effects of the spell "Magic Weapon" for the duration of one fight.

Potion of Water Walking (100GP)

This brown potion confers the effects of the spell "Water walking" on the user (check value 20, always succeeds).

Holy Water (5SP)

Holy Water does undefendable damage against demons and undead. Each potion of Holy Water has a separate attack value, which is determined by D20.

The attack value is determined when the Holy Water hits the daemon or undead unless the Holy Water is examined by a spell caster. A successful check versus MND + AU followed by a successful check versus MND + RE is needed for this.

Holy Water may be applied onto a weapon or missile (needs 1 action). Damage has to be dealt with a blessed weapon or missile to do an attack with the holy water. No defense roll is allowed against the Holy Water's attack. The blessing will work for only one hit.

Holy Water may be bottled in fragile vials (WB+0, 2GM) and used in hand to hand or ranged attacks against demons or undead. The vials will break and the Holy Water will damage the target. No damage is done for the successful attack that hit with the vial.

Furthermore, Holy Water may be poured in protective lines or circles onto the ground. These will hinder demons and undead from passing for a limited time.

Casters Potion (25GP)

Boosts Spellcasting and Targeted Spells by one for the duration of one fight.

Potion of Spellchange (10GP)

Grants +10 to all spellchange checks for the duration of one combat.

Aiming Potion (25GP)

Grants +1 to ranged attacks and targeted spells for the duration of one fight.

Dwarfen Vision Potion (15GP)

This black potion confers dwarven *dark vision* for D20 hours.

BREWING POTIONS

Brewing magical potions (except holy water) requires that the spellcaster has learned the talent "Alchemy". The talent Alchemy is treated like *Education* and may be used for alchemical checks only.

Furthermore the spellcaster needs several ingredients, which will cost half of the GP of the finished potion, and access to a laboratory (the equipment needed for an alchemy lab would cost 250 GP).

Finally the process of brewing may begin. The process involves several steps of extraction and refining and needs (price of potion)/(1 + alchemy talent level) days for completion. If a check for MND+RE+Alchemy succeeds, the potion is indeed usable.

The whole process takes

$$\frac{\text{price of potion}}{1 + \text{alchemy talent level}} \text{ Days}$$

POISON

Poisons stored in airtight containers may be used to poison meals and drinks or be smeared onto blades, arrows and bolts. The poison will lose its potency after D20 x 10 minutes. Damage has to be dealt with a poisoned weapon to poison the target. The poison will work for only one hit.

DETECT POISONING

If someone was poisoned underhand (e.g. at a banquet), he may check against MND+RE+Perception-Concealment to recognize the poisoning.

DAMAGE BY POISON

Poisons inflicting damage do an attack check or do a fixed amount of damage. Some poisons do not allow for a defense check. AV bonus never applies to defense checks against poison.

KNOCKOUT POISONS AND PARALYSING POISONS

The victim must roll BOD+TO+*Tough-as-Nails* to avoid being affected. Every additional dose of a poison reduced the check by 1, but it also affects the Concealment Value negatively, improving the chance of detecting the poison.

POISON COST

Damaging poison	Price
Dice	4GP/1 Damage
Fixed	15GP/1 Damage
No Defense	Thrice the Price
Other Poison Types	Price
Knockout	100GP/D20 Min. - BOD
Paralysis	60GP/D20 Rd. - BOD
All Poisons	Price
Concealment Value	GP/10 for each +1

POISON EXAMPLES

Corroding Pulp (240GP/Dose)

damage by dice 20 (80GP)
no Defense (GP x 3)

Laytoress (150GP/Dose)

Knockout (100GP)
Concealment Value 5 (50GP)

Black Murder (900GP/Dose)

Fixed Damage 20 (300GP)
No Defense (GP x 3)

Stiffsnuftit (120GP)

Paralyse 2D20 Rd. - 2xBOD (120GP)

POTIONWORKS

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BOTTOMS UP!

"THE POTIONS MAGIC FLOODED HIS VEINS, HIS MUSCLES SWELLING AS IF THEY WERE TO BURST. HE WAS PREPARED FOR THE ENEMIES ONSLAUGHT ..."

THE CHRONICLES OF SLAUGHTER, VOL. I

IT'S ON THE HOUSE! SPICE UP YOUR DUNGEONSLAYERS CAMPAIGNS WITH NEW POTIONS, STEAMING LABORATORIES AND DEADLY POISONS. TWO MASSIVE PAGES UNRAVEL AS THE THIRD SUPPLEMENT TO DUNGEONSLAYERS:

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