

# D100 ALLITERATIVE CONSUMABLES

The following pages contain 100 different consumables with system-agnostic effects. Each consumable has an alliterative name (e.g., **Potion of Perception**) and each name is used only once (i.e., there is only one “potion”, one “vial”, etc.).

It is intended that these effects last one hour unless they are specified as permanent, but this time can be adjusted depending on the particular rule set as well as the GM’s discretion.

These are most often useful as a random consumable that a PC finds and identifies, but this table can also be used to generate a random effect of drinking from a magical spring, for example. A similar risky feel can be achieved by having the PCs find an unlabeled consumable.

Some effects are negative and some are positive, with the idea that known negative effects will be used on enemies and known positive effects will be used on oneself or on an ally.

d100	Consumable	Description
1	Adulteration of Aging	Consuming this allows the user to temporarily age in body any number of years older or younger.
2	Admixture of Animation	Pouring this onto an inanimate object will cause it to become animated and do the user's bidding.
3	Alchemical Anointing	Pouring this onto metal will transmute that metal into gold. Effect is permanent.
4	Amalgam of Aid	Shattering this bottle will summon aid.
5	Ampoule of Antitoxin	Poison, venom, or other toxins will be rendered harmless when mixed with this liquid. If the toxin has already been ingested, ingesting this also will neutralize it. Effect is permanent.
6	Aromatic of Agony	Applied topically or consumed, this will cause the target intense pain, making them unable to perform nearly any action.
7	Balm of Breathholding	Applying this balm topically will cause the user to no longer require breathing.
8	Blend of Blindness	Contact with this blend will cause the target to be completely blind.
9	Bottled Birdmastery	The person who drinks this bottle will be able to vocally control all avian animals in earshot.
10	Brew of Beckoning	Shattering this bottle while speaking the name of someone friendly to the user will allow them to appear on the spot where the bottle was broken from any distance. The target must be willing. Effect is permanent.
11	Broth of Beastmastery	The person who drinks this broth will be able to vocally control all mammalian animals in earshot.
12	Climate Control Compound	Consuming this compound will cause the drinker to be able to control the weather and temperature.
13	Coldproof Canteen	There is enough fluid in this canteen to coat a person head to toe, making whatever is coated completely immune to cold.
14	Cordial of Coloration	Pouring this cordial onto an object will cause it to be colored exactly as the user desires, but not to change its shape at all. Effect is permanent.
15	Concoction of Climbing	Consuming this concoction grants the user unnaturally good climbing abilities, such as scaling a sheer rock face without climbing equipment.
16	Compress of Consciousness	Contact with this compress will cause the user to no longer require sleep for the duration of a week.
17	Clairvoyance Cream	Applied topically, this cream allows the user the ability to see up to a week into the future. Generally the user has time to have only a couple questions answered before the effect fades.
18	Cruet of Cursium	A person ingesting this will be cursed with bad luck, often failing even the simplest tasks.
19	Container of Compact Cockatrices	Opening this container will release several cockatrices who immediately attack the first living creature they see. They will vanish when this effect ends.
20	Decanter of Decipheride	Drinking the liquid in this decanter grants the drinker the ability to understand all languages (both written and spoken) and to write and speak them as well.
21	Decoction of Draining	After consuming this, the user will heal damage each time he or she damages an enemy.
22	Distillation of Dignity	Drinking this will cause other people around the user to revere and respect him or her as they would someone famous or royal.
23	Dose of Dryness	This substance will absorb any moisture it comes into contact with. When the effect ends, the moisture comes rushing back out of it.
24	Drug of Discord	The ingestor of this drug will become extremely disagreeable, even to friends. This person will say no to just about everything.
25	Draught of Dissolving	Anything contacting this substance will immediately begin to dissolve. Effect is permanent.

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26	Dram of Duplication	Pouring this dram onto an inanimate object will cause the object to split into two, each piece exactly replicating the original object. Has no effect on living things. Effect is permanent.
27	Drink of Dragonform	Drinking this causes the user to take the form of a dragon, including the ability to fly, scratch, and bite due to the transformation, but having no breath weapon.
28	Drinkable Directionality	Drinking this causes the user to be able to navigate exactly as desired, finding his or her way if lost, and perfectly plotting a course to a particular destination before the effect wears off.
29	Dust of Deafness	Contact with this dust will cause the target to be completely deaf.
30	Elixir of Entanglement	Shattering this bottle will cause anyone within a few feet of the spot where the bottle was broken to become hopelessly entangled in ropelike vines.
31	Emollient of Emulation	Ingesting this while thinking about what a person looks like causes the user to appear as that person. This is most effective when looking at a person or painting of the person, as memory can be faulty.
32	Essence of Excavation	Ingesting this causes the user to be able to dig through dirt, sand, etc. using only his or her bare hands at a very fast rate.
33	Extract of Extermination	The person who consumes this will have his or her attack damage doubled.
34	Fireproof Fluid	There is enough fluid in this bottle to coat a person head to toe, making whatever is coated completely fireproof.
35	Flask of Freezite	This substance causes instant freezing of anything it touches. Effect continues indefinitely.
36	Fomentation of the Foreign	Applied topically, this will cause everyone else to think the user is someone they have never met.
37	Formula of Fishmastery	The person who ingests this formula will be able to telepathically control all marine animals within 100 feet.
38	Formulation of Farsight	Ingesting this causes the user to be able to see clearly for a distance of several miles, even through walls, trees, etc. assuming there is natural light.
39	Fusion of Ferocity	Ingesting this causes the user to become enraged and particularly adept at melee combat.
40	Goulash of Garbing	The consumer has the ability to become dressed in any garments or armor imaginable.
41	Goop of Growth	When applied topically, this will cause the user or object to grow to five times larger than its usual size.
42	Grog of Gravity	Drinking this causes the user's gravity to be reversed for 5 minutes. Very dangerous if used outdoors.
43	Herbs of Hirsutism	Consuming these herbs will cause the user to experience uncontrolled hair growth over his or her entire body.
44	Ichor of Invisibility	Whoever consumes this will become invisible, but not his or her clothing and items.
45	Incorporation of Incorporeality	Consuming this causes the user to become ethereal and ghostly, able to pass through walls and objects and to not be damaged by anything, but also unable to carry any objects or affect the environment.
46	Infusion of Immovability	Applying this to a creature or object causes the target to be rooted into place, completely immovable.
47	Jumping Juice	Consuming this juice gives the user the ability to jump five times his or her height and safely land at jumps at that same distance.
48	Leaves of Lucency	Crushing these leaves causes them to give off enough light to make it bright as day for as far as the eye can see.
49	Liberation of Luck	Consuming this causes the user to become unusually lucky at all endeavors.
50	Longarm Liniment	Applying this liniment to arms will cause them to grow to five times their normal length.

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51	Liquid Lightning	As soon as this bottle is uncorked, a bolt of lightning fires out of it. Do not point at face when uncorking. Keep out of reach of children. Manufactured in a facility that also processes tree nuts.
52	Liquor of Levitation	Consuming this liquor allows the user to levitate himself or herself and anything that could be normally lifted by this user.
53	Lotion of Locking	Applying this lotion to a door, chest, or other such object causes it to be completely unable to open, even if no lock is actually present.
54	Mist of Malformation	When this mist is inhaled, it will transform the face and body of the inhaler to one that is hideously ugly, but generally still recognizable.
55	Medicine of Memory	Ingesting this medicine allows the user to recall something he or she had previously seen or known but since forgotten.
56	Melange of Magnetism	Applying this melange to different objects, people, etc., will cause them to become irresistibly magnetically attracted to one another as long as they are within 50 feet of each other.
57	Mixture of Muteness	A person ingesting this will be unable to speak or even move his or her mouth until the effect wears off.
58	Mud of Midas	Any body part that contacts this mud will turn any object it touches (other than this mud) into gold. The transformation to gold is permanent, but the effect on the user wears off after a single touch.
59	Nectar of Noise	Shattering this bottle will result in a deafening noise for 1 minute, strong enough to break glass and shake walls. Those within a few feet of the spot where the bottle was broken are incapacitated until the noise stops.
60	Nip of Necrosis	Applied topically, this will cause a living thing to become effectively dead until the effect wears off.
61	Oil of Oathkeeping	A person who makes a vow while consuming this oil must keep that vow or die.
62	Ointment of Oration	Applied topically, this ointment causes the user to be able to give inspiring speeches and persuade others very effectively.
63	Paste of Parchment Permutation	When this paste is applied to writing on paper, the writing can be rearranged or removed, completely imperceptibly. Effect is permanent.
64	Perfume of Putridity	This smells really, really bad. Like, really bad. Like, probably harmful if smelled.
65	Phial of Phirebreathing	Ingesting this causes the user to be able to breathe fire to about the same distance as a melee weapon.
66	Philter of Phriendship	A person or creature ingesting this will become friendly to the owner of this consumable until the effect wears off.
67	Pill of Plant Palavering	Taking this pill grants the taker the ability to converse with plants.
68	Pitfall Plasm	Dumping this onto the ground will cause a 10-foot deep hole to appear, which then is immediately disguised as the surrounding terrain, creating a pit trap. This effect is permanent.
69	Potable Placebo	Consuming this will cause the user to think he has gained the effect of a different random consumable from this table, but in actuality no effect occurs.
70	Potion of Perception	A person consuming this will notice things that they hadn't before. Subtle changes in tone of voice, tiny symbols on clothing, hidden doors, traps, ambushes, etc.
71	Pomade of Proficiency	Applied topically, this pomade temporarily grants the user a skill of his or her choice that would normally take years of practice, such as a musical instrument, painting, or other craftsmanship.
72	Poultice of Petrification	Anything or anyone that comes into contact with this poultice will be turned to stone.
73	Powdered Portal	When this powder is applied to a wall, floor, ceiling, etc., a temporary hole, big enough for a person to fit through, will appear to the other side.
74	Preparation of Poison	This is poison. It causes terrible sickness or even death if ingested. Effect continues indefinitely.
75	Quaff of Questing	Whoever quaffs this quaff will immediately sense a previously unknown quest, such as a hidden location, person in need, or powerful lost item.

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76	Restorative of Reflection	Drinking this causes the user's skin to become as reflective as a mirror, but still as flexible as normal skin. Magical attacks and spells will bounce off of it.
77	Remedy of Resurrection	Applied topically to a previously living thing, the thing will become alive again, and healed of any injuries. Effect is permanent.
78	Roux of Randomness	Combining this with water will immediately cause a different random consumable to appear, which must be used immediately or else it vanishes.
79	Rub of Reduction	Whatever this touches will shrink to five times smaller than its usual size.
80	Salve of Sleep	Applied topically, this salve will cause the user to fall asleep at least until the effect wears off.
81	Serum of Stickiness	This substance is extremely sticky, forming an incredibly strong bond between objects almost instantly. Effect is permanent.
82	Saturation of Summons	Shattering this bottle while speaking someone's name will cause him or her to appear on the spot where the bottle was broken. The target must be visible. Effect is permanent.
83	Slime of Slowing	Anyone coming into contact with this slime will only be able to move half as fast as normal and only perform half as many actions in the same time period as he or she normally could.
84	Slurry of Sustenance	Consuming this will cause the user to no longer require eating or drinking for the duration of a week.
85	Solution of Stonecraft	The user who consumes this is able to summon stones and construct things out of them. The stones remain even after the effect wears off.
86	Spirits of Speed	Drinking these spirits causes the consumer to be able to move twice as fast as normal and to be able to perform twice as many actions in the same time period as he or she normally could.
87	Stalking Spices	When sprinkled on a target, these spices leave a trail visible only to the user of everywhere the target goes. The trail remains visible, but the tracking stops once the effect wears off.
88	Steelskin Sauce	Consuming this sauce causes the user's skin to become as strong as steel, but still as flexible as normal skin.
89	Stimulant of Stealth	The user who consumes this becomes very difficult to see when hiding or sneaking around, even in broad daylight.
90	Strongarms Sludge	Drinking this sludge will cause a quintupling of the arm muscles of the user, making him or her very strong, but much less mobile, and potentially ruining any clothing or armor on the arms.
91	Suspension of Smoke	As soon as this bottle is opened, thick smoke rushes out of it with such force that it cannot be re-corked until the effect ends and the bottle is empty.
92	Syrup of Slipperiness	This substance is extremely slippery, having almost no friction at all. Effect is permanent.
93	Tallow of Transformation	When applied topically to a person, the target will be able to transform into any animal (which will be of similar size to the person).
94	Tincture of Time Travel	Drinking this causes the user to be immediately transported to a modern-day city, able to grab one item, and then be immediately transported back with it. The item vanishes when the effect wears off.
95	Tonic of Transportation	Drinking this causes the user and all travelling companions to be able to journey at five times their normal rate for the course of 1 day.
96	Unguent of Unlocking	Applying this unguent to a door, chest, or other such object causes it to immediately unlock and open.
97	Vapor of Visitation	Inhaling these vapors transports the user to any place he or she has previously visited. When it wears off, the user will return to the place of departure. Anything the being worn or carried will transport as well.
98	Vial of Veritaserum	Whoever consumes the contents of this vial must answer all questions asked, and as truthfully as possible, until the effect wears off.
99	Water of Wishing	Drinking this water immediately grants the drinker one wish. Effect is permanent.
100	Wax of Warding	When applied topically, this wax prevents anything or anyone from making direct contact with the user's body. Projectiles are repelled, holding objects is impossible, clothing hovers slightly above the body.