Potion of Ultimate Healing

This potion heals the drinker to full hit points.

Drinking a potion does not take an action.

Potion of Bloodlust

This potion allows the drinker to add 1 extra damage to CS Melee Attack Actions for d6 combat rounds, roll twice and take the best result.

Drinking a potion does not take an action.

Potion of Dual Fates

This potion may be drunk twice for 2 different effects.

One effect heals the drinker by healing 1 hit point at the beginning of each combat round for d6 rounds, roll twice and take the best result.

The other effect negates 1 point of damage for each successful attack against the drinker for the remainder of the combat encounter.

Drinking a potion does not take an action.

Potion of Blinding Speed

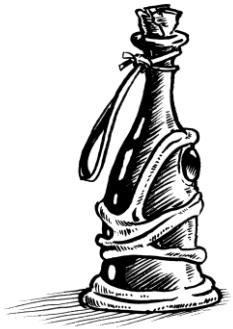
This potion allows the drinker to take 2 actions in combat for d6 rounds, roll twice and take the best result.

Drinking a potion does not take an action.

Potion of Thorns

This potion causes the drinker's skin to sprout thorns of bone that do 2 points of damage to any monster that does at least 1 point of damage to the drinker from Melee Attack Actions for the remainder of the combat encounter.

Drinking a potion does not take an action.



Potion of Heroes

This potion allows the drinker to gain d6-3 Heroic Rerolls, roll twice and take the best result, minimum of 1.

Drinking a potion does not take an action.

Cauldron of Vitality

This cauldron creates enough soup for 6 people once a day. Drinking the soup heals the drinker to full hit points. It takes 1 hour to create the soup and the soup spoils if not drank within the hour.

Potion of Dark Omens

This potion allows the drinker to reroll all rolls, one extra time, and take the best result for d6 combat rounds, reroll and take the desired result for potion duration. Each time one of these rerolls is used the drinker takes 1 damage.

Drinking a potion does not take an action.

Black Lotus Poison

This poison may be applied to any weapon or quiver of arrows. When the weapon does at least 1 damage to a monster, the monster is afflicted with the *poison* Monster Ability, which automatically fails its tough strength roll. Some monsters may be immune (PM discretion). This poison stays on the weapon for the duration of the combat encounter. Applying the poison takes 1 combat action.