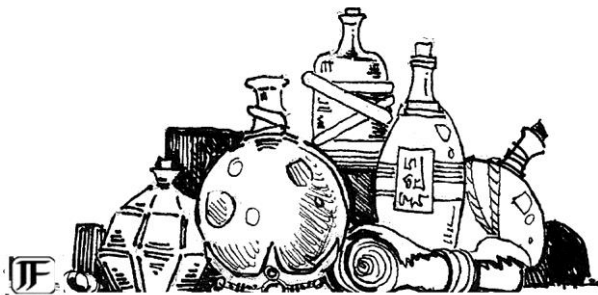


A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry
RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



MAJESTIC FANTASY RPG
POTIONS AND ELIXIRS

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Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules

Elixirs

Various natural plants of the Majestic Wilderlands can be turned into useful elixirs that confer a variety of benefits or cause a number of ills. While not magical in the way potions are, the natural mana of the Wilderlands has enhanced the properties of many plants. This means that when harvesting the raw plants only a few will be found suitable to be processed into an elixir. Also elixirs often have undesirable side effects and don't last as long.

Elixirs require a workbench worth 500d. This requires making or ordering items and services from potters (40%), carpenters (40%) and masons (20%). Elixirs take 1 day per 20d worth of components to prepare.

Potions require a laboratory worth 5,000d. This requires ordering items and services from glassblowers (40%), potters (20%), chandler (20%), carpenters (10%), and masons (10%). Potions take 1 day per 100d worth of components to prepare. For example a Potion of Healing takes 2 days as well as 200d worth of components to prepare while a Potion of Flying takes 5 days due to the 500d worth of components.

Each elixir entry list how long the elixirs will stay fresh for. To make bookkeeping easier a fixed number is listed. However a random duration is included for referees who want to go into that level of detail. The effect of the potion is also listed. The creation cost of elixir is given if the character has access to a market that can sell the raw components. The character can then use his herblore ability to turn the components into an elixir. Finally the rarity of the component is noted as well as how much is harvested after a week of labor. This is for characters who desire to go into nature and harvest the components for themselves.



Angelica

Freshness: 1d6 weeks if in sealed container;

Effect

This is a poultice that is smeared on the area of skin where the victim was touched with contact poison. When applied this allow the victim to make a save vs. poison at an advantage. This poultice can be used to heal 1d3 HP caused by acid damage on a successful Physician.

Costs

Creation: 40d/ds; Sale: 80d/ds;

Rarity: Uncommon; Harvest: 1d4 doses;

Black Pine

Freshness: 1d6 days;

Effect

This is a potion made from the pulped leaves of a Black Pine bush. When ingested the imbiber need to make a save vs. poison. If successful the imbiber will gain 1d3 strength for 1d3-1 (min 1) hours. At the end of the duration the user will be fatigued and will have to rest. Until rested the character will be at a disadvantage when rolling to hit or making ability rolls. If the save vs. poison roll is failed, the imbiber is fatigued as above without any increased strength. On a natural 1 the imbiber will fall into a deep coma for 1d6 days.

Costs

Creation 10d/ds; Sale: 20d/ds;

Rarity: Uncommon; Harvest: 1d6 doses;

Blackwort

Freshness: 1d3 years;

Effect

The leaves of Blackwort weed can be dried and ingested. This cause the character to fall into a deep sleep for 1d3 days and heal at double normal rate. When the character wakes up he is unable to perform any action in combat until he eaten a full meal.

Costs

Creation: 75d/ds; Sale: 150d/ds;

Rarity: Uncommon; Harvest: 1d3 doses;

Blue Lotus
Freshness: 1d4 months;
Effect
This is a powder made from the flowers of the Blue Lotus. When ingested the imbiber needs to make a save vs. poison. On a successful save the imbiber feels euphoria for 1d6 hours. On a failed save the imbiber will experience megalomania and become lecherous for 1d6 hours. If the save fails on a natural one the megalomania is permanent. This powder is highly addictive.
Costs
Creation: 15d/ds; Sale: 30d/ds;
Rarity: Very Common; Harvest: 2d6 doses;

Chamomile
Freshness: 2d6 days;
Effect
This is a paste made from Chamomile leaves. If three doses are applied daily this allows both physician rolls to accelerate healing to be rolled at an advantage.
Costs
Creation: 5d/ds; Sale: 10d/ds;
Rarity: Common; Harvest 3d6 doses;

Comfrey
Freshness: 1d6 days;
Effect
This is a paste made from the leaves of the Comfrey plant. When applied to a crippled limb it allow a final saving throw to see if it is permanently crippled. If successful the character will regain function of his limb in 1d6 days.
Costs
Creation: 15d/ds; Sale 30d/ds;
Rarity: Common; Harvest 3d6 doses;

Courtesan Cap
Freshness: 1d3+3 months;
Effect
These mushrooms are dried and ground into a powder. When ingested the character needs to make a save vs. poison. If the save succeeds the characters experiences mild euphoria and vivid hallucinations for 1d6 hours. During this time the character is unable to take any action in combat. If the save is failed then the same effects occur but now the character is addicted. He must receive another dose within 24 hours or he has to make another saving throw. If he fails this save he will enter into convulsions and die within 1d3 hours.
Costs
Creation: 4d/ds; Sale: 8d/ds;
Rarity: Very Common; Harvest: 2d6 doses;

Dannu's Bark

Freshness: 2d6 months;

Effect

This powder from the bark of the Dannu plant when ingested will grant for the next 1d6 days, advantage on all saves vs. disease, advantage on all saves vs. poison, prevent the effects of Dannu's Bark from taking hold after the convulsions end, will triple the normal healing rate, and immediately heal 1d6 damage.

Costs

Creation: 300d/ds; Sale: 600d/ds;

Rarity: Very Rare; Harvest 1d3 doses;

Elephant Juice

Freshness: 1d6 months;

Effect

Sprouted Barley can be dried into a powder that is mixed with a mash that can be fed to a horse. This will double the speed and damage dice dealt by the horse for 1d3+2 hours. The horse must rest for 2d6 days afterwards. A save vs. poison must be made when the mash is eaten, a natural one means the horse dies of a heart attack otherwise the mash takes effect.

Costs

Creation: 75d/ds; Sale: 150d/ds.

Rarity: Rare; Harvest: 1d4 doses;

Eyebright

Freshness: 2 days (1d3 days);

Effects

A small flowering weed found in the high mountains. The extract from Eyebright will cure blindness caused by disease, poison, or age. Will not restore blindness caused by physical trauma or the character was blind from birth. If used on healthy eyes will grant advantage on any sight perceptions rolls for 1d3 hours.

Costs

Creation: 150d/ds; Sale: 300d/ds;

Rarity: Rare; Harvest: 1 dose;

Feverfew (30d/ds) (Uncommon)

Freshness: 2 months (1d4 months);

Effects

This is a powder made from the seeds of the Feverfew plant. When ingested the character will gain advantage on all saves versus disease for the next 1d6+6 months.

Costs

Creation: 15d/ds; Sale: 30d/ds

Rarity: Uncommon; Harvest: 1d6 doses;

Giant Hogweed

Freshness: 3 days (1d6 days);

Effect

This is a liquid poison made from pulped Giant Hogweed. When ingested the character will have to make a save vs. poison.

On a successful save, after three hours, the character will have nausea, blurred vision, and shortness of breath and is unable to do any action for 3 hours. Afterwards character is at a disadvantage to any attack roll or ability rolls. Every week make a save vs. poison. On a successful save the character completely recovers. After 3 weeks the character automatically recovers.

On a failed save, after three hours another save vs. poison is made. If that save is failed the character dies. On a successful save the character is permanently blinded. Also the character is at a disadvantage to any attack roll or ability rolls. Every week make a save vs. poison. On a successful save the character completely recovers. After 3 weeks the character automatically recovers.

This poison, before ingestion, can be detected as a bitterness with a successful Perception ability roll. It is recommended that the player rolls so that he can't see the final result by dropping the dice behind the referee's shield or using a dice tower.

Costs

Creation: 10d; Sales: 20d;

Rarity: Common; Harvest 1d3 doses;

Golden Clover

Freshness: 2 days (1d3 days);

Effect

When pulped and strained this produces a golden liquid that can be ingested. If taken by a female this will increase female fertility by 50% for 1d6 days and increase the chance of multiple birth by 25%.

Costs

Creation: 15d/ds; Sale: 30d/ds;

Rarity: Uncommon; Harvest 1d4 doses;

Henbane

Freshness: 3 months (1d6 months);

Effect

Henbane is dried, turned into a powder and then pressed into a pastille that is burned. A character inhaling the smoke must make a saving throw vs. poison. If successful then the character will view everybody as his best friend (per Charm Person) for 1d2 hours. If the save is failed the effect lasts for 1d4 hours. If a natural 1 is rolled the character will fall asleep for 1d3+3 hours.

Costs

Creation: 15d/ds; Sale: 30d/ds;

Rarity: Common; Harvest 1d6 doses;

Hyssop & Rosemary

Freshness: 3 months (1d6 months);

Effect

When the Hyssop and Rosemary plants are dried, crushed, and combined this create a powder that can be ingested to grant advantage on any save vs. poison when caused by a snakebite if administered within 5 combat rounds.

Costs

Creation: 30d/ds; Sale: 60d/ds;

Rarity: Uncommon; Harvest 1d4 doses;

Langlon

Freshness: 2 days (1d4 days);

Effect

The fresh herb can be made into a poultice that is worn in contact with the character's skin. As long as it stays fresh, 1d4 days, the character will have advantage on all saving throws versus magic.

Costs

Creation: 40d/ds; Sale: 80d/ds;

Rarity: Uncommon; Harvest: 1d4 doses;

Mandrake

Freshness: 3 days (1d4 days);

Effect

A pound of Mandrake can be carved into the image of a person. If a personal item incorporated into the carving, the person will have disadvantage on all saves vs. spells cast by the possessor of the carving. If the target of the spell rolls a natural 20, the caster now must make a saving throw vs. spells himself. If he fail he will go insane until cured by a Remove Curse or other spells. In addition the (name) herb will cure a spellcaster of insanity caused by Mandrake.

Cost

Creation: 150d/lb; Sale: 300d/lb

Rarity: Very Rare; Harvest: 1d3 lbs;

Moly

Freshness: 1 week (1d3+6 days);

Effect

This will confer Magical Immunity versus one spell as long it stay fresh. Moly will stay fresh for 1d3+6 days. Magical Immunity does not work against any spell causing direct damage like Magic Missile, Fireball, Cloudkill, Earthquake, etc.

Costs

Creation: 150d/ds; Sale: 300d/ds

Rarity: Very Rare; Harvest: 1d2 doses;

Mondia
Freshness: 1 week; (1d3+5 days);
Effect
This is a potion made from pulped Mondia plant, (description). When drunk, the imbiber becomes extremely amorous for 1d3+1 hours if a save vs. poison is failed. On a natural one the drinker gains permanent sterility. No effects occur on a successful save. Immunity to this drug can be built up over prolonged use.
Costs
Creation: 6d/ds; Sale: 12d/ds;
Rarity: Uncommon; Harvest: 1d6 doses;

Monkshood
Freshness: 1 week; (1d3+5 days);
Effect
This plant can be pulped and turn into a clear liquid. When ingest the target will have a heart attack within 1 hour. At which point the victim need to make a save vs. poison. If successful the character will lose 1d3 points of constitution and is incapacitated for 1d6 hours. If the saving throw is failed the victim dies.
Costs
Creation: 15d/ds; 30d/ds;
Rarity: Uncommon; Harvest 1d4 doses;

Mukanya
Freshness: 1 year; (1d6+8 months);
Effect
The roots of Mukanya can be ground into a powder. When burned it will fill a 10 foot by 10 foot by 10 foot room with smoke. The smoke will last for 1d3+2 hours. When breathed the character will experience frightening hallucinations. Make a save vs. poison every hour. If successful the character successfully endures the vivid hallucinations, if failed the character panics and undergoes the effects of the confusion spell. If the characters rolls a natural one then he takes 1d6 damage. In either case after the effects of the smoke wears off the character will need to sleep for 8 hours. This is used as part of a ordeal ritual.
Costs
Creation: 2d/ds; Sale: 4d/ds;
Rarity: Common; Harvest 2d6 doses;

Nephthys Weed

Freshness: 3 months (1d6 months);

Effect

This is a powder that is ingested. After 4d6 minutes, the user will experience euphoria, and vivid hallucinations for 1d6+1 hours. The user will also be extremely suggestible to questioning.

An initial saving throw vs. poison is rolled when ingested. If successful the victim can make saving throws vs. poison to resist answering any subsequent questions. If the initial save is a failure then the save vs. poison to resist questioning is made at a disadvantage. If a natural one is rolled on the initial save the victim loses 1d6 points of Intelligence.

Costs

Creation: 3d/ds; Sale: 6d/ds;

Rarity: Common; Harvest 2d6 doses;

Pine Pollen

Freshness: 1 week (1d4 + 4 days)

Effect

Green pine cones are mashed up and made into an unguent. When rubbed on the skin, the character will gain advantage on all rules interacting with the opposite sex for 1d3+1 hours.

Costs

Creation: 15d/ds; Sale: 30d/ds;

Rarity: Rare; Harvest: 1d4 doses;

Plantain

Freshness: 3 months (1d6+3 months)

Effect

The fruit of the Plantain plant is dried and ground into a powder. One dose will keep 1 pound of baked good fresh indefinitely. It will resist spoilage and molding.

Costs

Creation: 4d/ds; Sale: 8d/ds;

Rarity: Common; Harvest: 2d6 doses;

Queen's Lace

Freshness: 3 days (1d4+1 days);

Effect

The leaves of this weed can be made into an infusion. When drunk, the chances of conception by a female character is reduced by half.

Costs

Creation: 3d/ds; Sale: 6d/ds;

Rarity: Uncommon; Harvest: 1d8 doses;

Rosemary

Freshness: 3 months (1d6 months);

Effect

The leaves of this mint herb are ground up into a powder. When ingested the character will not need sleep for 1d3 days. After ingesting the herb the character will need to make a save vs. poison. If the save is successful there is no other effect other than character will immediately need to sleep for 8 hours. If the saving throw is unsuccessful. The character will fall into a deep sleep for 1d3 days. If a natural one is rolled on the saving throw the character will develop paranoia as a personality trait.

Costs

Creation: 13d/ds; Sale: 26d/ds;

Rarity: Common; Harvest: 2d4 doses;

Snowbell

Freshness: 1 year (1d8+6 months);

Effect

The dried leaves of Snowbell is burned and the smoked is inhaled. The person inhaling needs to make a save vs. poison. On a successful save, the inhalant will enter a trance and gain advantage on all Intelligence ability rolls for 1d3 hours. If the saving throw is failed the inhalant experiences extreme hunger and is unable to perform any action in combat until a full meal is eaten. If a natural one is rolled on the saving throw then the inhalant experiences a 1d3 loss of intelligence.

Costs

Creation: 10d/ds; Sale: 20d/ds;

Rarity: Uncommon; Harvest: 1d8 doses;

Stinging Nettle

Freshness: 3 months (1d4 months);

Effect

This is a paste made from the roots of the Stinging Nettle. When applied to an injury it allows a physician to make his treatment rolls at an advantage. However the paste numbs the extremities, all to hit rolls and strength and dex based ability rolls are a disadvantage for four hours.

Costs

Creation: 15d/ds; Sale: 30d/ds;

Rarity: Common; Harvest: 2d8 doses;

Sweet Sedge

Freshness: 1 year (1d8+6 months);

Effect

The prepared roots of this wetland plant can be chewed to produce euphoria. This lasts for 5d6 minutes and the character is unable to take any action in combat. When chewing this herb the character needs to make a save vs. poison, if they fail they are addicted. If they don't get another dose within 24 hours then they will suffer blinding headaches and will be incapacitated for 1d3+1 days.

Costs

Creation: 8d/ds; Sale: 16d/ds;

Rarity: Very Common; Harvest: 3d6 doses;

Tithymalus

Freshness: 1 week (1d4+4 days);

Effect

The milk of this flowering shrub can be used to create an invisible ink. The writing can be made visible by brushing with salt water.

Costs

Creation: 20d/oz; Sale: 40d/oz;

Rarity: Uncommon; Harvest: 1d6 ounces;

Valerian

Freshness: 3 days (1d4 days);

Effect

The flowers of this plant is pulped and strained into a liquid that can be mixed with a drink. When ingested the character must make a save vs. poison. If successful the character will fall asleep for 1d6+6 hours in 1d3 turns. If the save is failed, the characters will fall asleep as above but in 1d3+3 combat rounds. If a natural 1 is rolled another save vs. poison must be rolled. If that save is successful the character lapses into a coma for 4d6 months. If the second save is failed the character dies.

Costs

Creation: 15d/ds; Sale: 30d/ds;

Rarity: Common; Harvest: 2d6 doses;

White Nightshade

Freshness: 1 week (1d4+4 days)

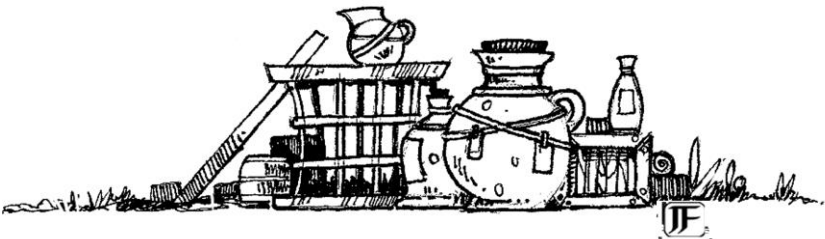
Effect

This white gummy paste from the White Nightshade plant is a deadly poison if it makes contact with the person blood through a cut or puncture. If a person is hit for damage with a weapon coated with White Nightshade he must make a save vs. poison. If successful the person hit will fall prone and enter into convulsions for 1d6 hours. Afterwards the person is blind, all limbs are permanently crippled, and loses 2d6 intelligence. If the saving throw is failed the person falls prone, enters into convulsions for 1d6 hours, and will die. If a natural 20 is rolled on the saving throw, a Neutralize Poison spell is used, or Dannu's Bark is administered during the convulsions, the person will recover from the convulsions without any further side effects. This herb is almost universally banned and its possession is a death sentence in many societies.

Costs

Creation: 150d/ds; Sale 300d/ds;

Rarity: Rare; Harvest: 1d3 doses;



Potions

Strange magical brews, in dusty, stoppered bottles, are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the maker ever chose to label them in the first place. The consequences of drinking a potion can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

Potions are usable by all character classes.

Potions require a laboratory worth 5,000d. This requires ordering items and services from glassblowers (40%), potters (20%), chandler (20%), carpenters (10%), and masons (10%). Potions take 1 day per 100d worth of components to prepare. For example a Potion of Healing takes 2 days as well as 200d worth of components to prepare while a Potion of Flying takes 5 days due to the 500d worth of components.

Potion of Animal Control

Duration: 1d6 + 6 turns

Effect

The target can be any non-sentient creature. Up to 3d6 creatures can be targeted if they are 3 HD or less. If higher only a single creature may be charmed. When the potion is drunk, the target(s) are under the influence of the drinker and consider the drinker a loyal and trusted friend.

Costs

Creation: 250d; Sale: 500d;

Potion of Clairaudience

Duration: 1d6 + 6 turns

Effect

Clairaudience allows the drinker to hear any sounds within a range of 60 feet. This can be blocked by solid stone over 2 feet thick. A thin sheeting of lead is sufficient to completely block the effects of the potion.

Costs

Creation: 250d; Sale: 500d;

Potion of Clairvoyance

Duration: 2 hours

Effect

Clairvoyance allows the drinker to see anything visible to the unaided eye within a range of 60 feet. This is blocked by solid stone over 2 feet thick. Also a thin sheeting of lead is sufficient to completely block the effects of the potion.

Costs

Creation: 300d; Sale: 600d;

Potion of Climbing

Duration: 1d6 + 6 turns

Effect

This potion causes the drinker's hands to become magically sticky. This allows the imbiber to climb walls without falling and not to drop held items regardless whether he was surprised, frightened or as a result of a fumble.

Costs

Creation: 250d; Sale: 500d;

Potion of Diminution

Duration: 2d6 hours

Effect

This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion results in less of a reduction in size.

Costs

Creation: 300d; Sale: 600d;

Potion of Dragon Control

Duration: Special

Effect

When drinker imbibes this potion 1d3 dragons within line of sight will come under the influence of the drinker and consider the drinker a loyal and trusted friend. The effect of the potion is permanent however there is a chance each week that the effect will off for one or more of the dragons. Every week roll a d20 if a 19 or 20 is rolled the effects of the potion wears off.

Costs

Creation: 1,000d; Sale: 2,000d;

Potion of Ethereality

Duration: 1d6 + 6 turns

Effect

The drinker can move through solid objects but cannot attack. Equipment also becomes ethereal. The effects of the potion can be ended at the will of the drinker.

Costs

Creation: 500d; Sale: 1,000d;

Potion of Extra Healing

Duration: Instant

Effect

This potion will heal 3d8+3 points of damage.

Costs

Creation: 600d; Sale: 1,200d;

Potion of Fire Resistance

Duration: 2 hours

Effect

The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.

Costs

Creation: 250d; Sale: 500d;

Potion of Flying

Duration: 1d6 + 6 turns;

Effect

The drinker can now fly with a movement rate of 120 feet per turn.

Costs

Creation: 500d; Sale: 1,000d;

Potion of Gaseous Form

Duration: 1d6 + 6 turns

Effect

The drinker's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Costs

Creation: 300d; Sale: 600d;

Potion of Giant Strength

Duration: 1d6 + 6 turns

Effect

The character becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to hit. Normal bonuses still apply.

Costs

Creation: 750d; Sale: 1,500d;

Potion of Growth

Duration: 1d6 + 6 turns

Effect

The drinker grows up to five times his normal height. For a human this means up to 30 feet in height!

Costs

Creation: 250d; Sale: 500d;

Potion of Healing

Duration: Instant

Effect

This potion cures 1d8+1 hit points of damage.

Costs

Creation: 200d; Sale: 400d;

Potion of Heroism

Duration: 1d6 + 6 turns

Effect

The imbiber gains +2 to attacks and damage.

Costs

Creation: 300d; Sale: 600d;

Potion of Invisibility

Duration: Special

Effect

The drinker of this potion becomes invisible to both normal sight and darkvision. Being invisible grants advantage on stealth checks. If others perceive the presence of an invisible creature they roll at a disadvantage to hit if they attack. If an invisible creature makes an attack the potion ends. Otherwise, it lasts until dispelled or voluntarily dropped by the drinker.

Costs

Creation: 250d; Sale: 500d;

Potion of Invulnerability

Duration: 1d6 + 6 turns

Effect

The drinker rolls at an advantage on saving throws; moreover, any opponents attack with a disadvantaged roll.

Costs

Creation: 350d; Sale: 700d;

Potion of Levitation

Duration: 1d6 turns

Effect

This spell allows the drinker to levitate himself, moving vertically up or down. The spell does not cause any lateral movement but the imbiber can drag himself along with anything he can grab like a wall or rope. The drinker can move up and down at a rate of 100 feet per turn, 10 feet per minute, or 1 foot per combat round. The maximum change in altitude is limited by the spell range of 120 feet.

Costs

Creation: 250d; Sale: 500d;

Potion of Plant Control

Duration: Special

Effect

This potion effects plants only. When drunk the plant will obey the drinker to the extent of its ability. The potion can effect one large tree, six man-sized plants, twelve shrub sized (three feet high) plants, or twenty four flower-sized plants. The duration of the potion is permanent for the targets unless dispelled.

Costs

Creation: 250d; Sale: 500d;

Potion of Slipperiness
Duration: 1d6 + 6 turns
Effect
Except for the soles of the feet and the palms of the hands, the character suddenly has a virtually frictionless surface.
Costs
Creation: 350d; Sale: 700d;

Potion of Treasure Finding
Duration: Instant
Effect
A drinking this wonderful concoction causes the imbiber to be able to detect a hoard of treasure within 400 feet.
Costs
Creation: 600d; Sale: 1,200d;

Potion of Undead Control
Duration: Permanent
Effect
The target can be any undead. Up to 2d4 undead can be targeted if they are 4 HD or less. If higher than 4 HD only 1d4 undead may be targeted. The undead are under the absolute control of the imbiber.
Costs
Creation: 700d; Sale: 1,400d;

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