

# Hedgebrew Potions

These are hedgebrew potions that are common enough that most people can purchase them should they need to.

**Gypsy:** Inhaling this drug is supposed to bring about visions relevant to the user. It does indeed produce visions but the relevance is sometime rather unclear.

Potion cost: 8

**Zevous:** this drug virtually kills the user, putting them in a deathlike coma for 1 hour. They will appear to be dead in all ways but after 1 hour they will awake unharmed.

Potion cost: 16

**Meana:** The user of this drug becomes immune to the disease call for 15 minutes. The side effect of this is that the immune system of the user is weakened after using this drug. Continued use of the drug prevents the side effects from kicking in but the effects are greater when use is finally stopped. After use, for 15 minutes per dose used in the last 24hrs, if the user takes any type of disease effect its level is increased by 3 (to a max of 10) therefore a level 1 disease would become a level 4 pestilence.

Potion cost: 24

**Ashuta:** Numbs the body for one hour. The user can feel nothing and they become immune to stun and pain calls. The user is able to take an additional point of damage to every location. The downside is that the user is unable to feel when he is taking damage so if he does not see when he is hit he will not react to the damage until he takes enough to render him unconscious.

Potion cost: 24

**Witch wonder:** When taken the next spell cast costs half the normal mana point cost (round down). The downside of this is that it causes the mage to go blind for 30 seconds after the spell has been cast.

Potion cost: 24

**Wenaustra:** The user of this drug is more to the effects of magic. The spells that affect the user of this drug have their effects halved. The minimum damage a spell can is 1 to each affected location. The effects of the drug last for 15 minutes. The downside of this drug is that it is addictive; after use the user starts to shake and will desperately want another dose. The user will do whatever it takes to get one. The addictive effect takes 5 minutes to wear off multiplied by the number of doses the user has used in the past 24 hours.

Potion cost: 32

**Di-zing:** This drug makes the user immune to the effects of the paralysis call for 15 minutes. The side effect of using this drug is that

when it wears off the user gets a bad case of the runs and must make an immediate dash for the nearest toilet.

Potion cost: 40

**Minotaur:** The user of this drug becomes utterly immune to all fear and terror effects, they literally have no fear. They are not afraid of anything. The downside is that they are far more likely to do foolish stunts and pick fights without caution. The effects last for 30 minutes.  
Potion cost: 40

**Ghost:** For one hour the target becomes extremely paranoid and very afraid constantly expecting something or someone to try and get him. He takes a +1 damage from surprise attacks that he does not see coming, such as backstab and any attack from behind. The up side is for the duration of the potion the users can see hidden or invisible creatures.

Potion costs: 48

**Fun beans:** The user of this drug becomes passive and carefree for one hour. He will not do anything can be easily talked into doing anything at all no matter how stupid. He will not do anything that will directly endanger his life but pretty much anything else. So “go jump off a high cliff” would not work but “go ask that dragon to give you some of his gold” probably would. The upside of the potion is that the users loc is doubled for its duration. Loc. Only is doubled not armour.  
Potion cost: 48

**Muta:** This drug strengthens the bones of the user. It lasts for 10 minutes and for the duration the user is immune to the effects of the crush call. The downside of this drug is that for 15 minutes after the effects wear the user takes +1 damage from any blow or spell that strikes them.

Potion cost: 56

**Truth Sayer:** The user of this drug can speak nothing but the truth for 10 minutes. It also means the user can tell if someone is lying during the same time.

Potion cost: 56

**Soulfire:** Target becomes exceptionally violent and bad tempered for 1 hour. During this time the target is completely unable to their cool even towards close friends. However, for the duration they are totally fearless, immune to fear and terror calls. They gain +1 loc to all locations and for one combat (or 5 mins) they are able to +1 damage. It should be noted that if the +1 damage during the hour then it is lost. When the drug wears off the target will vomit violently on and off

for 5 mins and have a horrible headache for a further hour. He will fight if cornered but will avoid where he can.  
Potion cost: 56

**Oix:** This potion makes the user highly energetic and athletic for one hour after use. User will want to keep moving and working at all times and will be unable to stand still. Because of this the user gains 3 dodges and 1 dodge ranged that must be used before the potion wears or they are wasted. When the potion does wear off the user's muscles will be very sore and he will be very sleepy for about an hour after use.  
Potion cost: 56

**Lions Heart:** This drug raises strength by 1 level and allows the user to inflict +1 damage with a weapon. In addition it grants the user +1loc to all locations and makes them immune to fear calls. The downside of this is that the user must have complete rest for 1 hour after using it. The effects last for 5 minutes.  
Potion cost: 96

**Red Weed:** Only useable by magic users as it temporarily doubles their spell points. The potion lasts for 1 hour. The downside is that when it wears off it makes the caster feel very ill. For the following hour whenever he casts a spell he will throw up violently as per the sickness call for 10 seconds.  
Potion cost: 72