

<u>Hedgebrew</u>		Index Sheet		
Name	Effect	Level	Ingredient Cost	Potion Cost
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.	1	4	8
Potion of Mental Refreshment	Instantly refreshes user as if he had 8 hours sleep. Does not restore daily effects or missing spell points	1	4	8
Angels Kiss	Aphrodisiac	1	4	8
Devils Favour	The user gains a rash which is very VERY itchy	1	4	8
Deathweed	Makes the user highly paranoid	1	4	8
Hallucinigen	Makes the user hallucinate	1	4	8
Hyperactive	Makes the user hyperactive	1	4	8
Beer	Congratulations you have made beer	1	4	8
Spirits	Even better you have made spirits	1	4	8
Flavourings	With subtle alterations you can make any flavouring you choose	1	4	8
Dreemsted	With subtle alterations you can make any scent you choose	1	4	8
Black Grass	Makes user very fertile	1	4	8
Makes someone sterile	Makes user sterile	1	4	8
Narcolepsy	Drinker random falls asleep at the worst possible moments for 1 hour	1	4	8
Beer Goggles	Everyone the user looks at is extremely attractive	1	4	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.	2	8	16
Hevens Gate	Causes ultimate sexual fantasies for 1hour	2	8	16
Jelly Legs	Walking speed	2	8	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 24 hours, 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.	3	12	24
Ashuta	Numbs the body for one hour. Nothing can be felt by the user. The user becomes immune to stun and pain calls and is able to take an additional point of damage to every location. The down side it 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.	3	12	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.	3	12	24
Potion of Mental Prowess	When drunk it will restore the mana used by the last spell the drinker cast.	3	12	24
Weightgain	Quickly gain weight by drinking water to avoid knockback effects. Cant move faster than a walk. Must get rid of water as soon as potion effect ends	3	12	24

Immunity to blindness due to intense light	Makes you immune to flash and similar effects	3	12	24
Potion of Fury	Causes the drinker to go in to a berserk as per the warrior skill	3	12	24
Wenaustra	User of this drug is more resistant to the effects of magic. The spells that affect the user of this drug have their effects halved. The minimum damage a spell can do is one to each effected location. The effects of the drug lasts for 15 minutes. The downside of this drug is that its addictive, after use the user starts to shake, he will desperately want another dose and try whatever he can 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.	4	16	32
Potion of Vulnerability	Drinker takes +1 damage from all weapons and spells	4	16	32
Potion of constitution	grants +1 loc for potions duration	4	16	32
Sleep Preventative	Prevents user being effected by sleep but also stops them sleeping normally. 24hr durations	4	16	32
Potion of Strength	Grants the user +1 level of strength for 5 mins	4	16	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.	5	20	40
Minotaur	The user of this drug becomes utterly immune to all fear and terror effects they literally have no fear. They are unafraid 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	5	20	40
Silence prevention	Makes the user immune to silencing effects for 5 mins	5	20	40
Potion of weakness	Removes all strength skills from the drinker for 1 hour	5	20	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 +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.	6	24	48
Fun Beans	The user of this drug becomes passive and care-free for one hour. He can be easily talked in to 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.	6	24	48
Potion of Mental Fortitude	User is immune to sleep and charm effects of all kinds	6	24	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 off the user takes +1 damage from any blow or spell that strikes him.	7	28	56

Truth Sayer	This user of this drug can speak nothing but the truth for 10 minutes. It also means that he can tell if someone is lying during the same time.	7	28	56
Soulfire	Target becomes exceptionally violent and bad tempered for one hour. During this time the target is completely unable to keep his 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 do +1 damage, it should be noted that if the +1 damage is not used during the hour then it is lost. When this drug wears off the target will vomit violently on and off for 5 minutes and have a horrible headache for a further hour, which makes him unwilling to get in to combat. He will fight if cornered but will avoid it where he can.	7	28	56
Qix	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 gain 3 dodges and 1 dodge range that must be used before the potion wears off or they are wasted. When the potion does wear off the users muscles will be very sore and he will be very sleepy for about an hour after use.	7	28	56
Potion of Extra Harming	Looks just like a healing potion but causes the drinkers chest loc to drop to zero hits	7	28	56
Lions Heart	Raises the users strength by one level and allows the user to inflict +1 damage with a weapon. In addition it grants the user +1 loc. to all locations and makes him immune to fear calls. The downside of this drug is that the user must have complete rest for 1 hour after using it. The effects last for 5 minutes	8	32	64
Potion of Greater Vulnerability	Drinker takes double damage from all weapons	8	32	64
Red Weed	Only useable by magic users as it temporarily doubles their spell points. The potion lasts for one hour. The down side is that when the potion wears off it makes the caster feel very ill and for the following hour whenever he casts a spell he throws up violently as per the sickness call for 10 seconds	9	36	72
Potion of Greater Constitution	Doubled user loc for potions duration	9	36	72
Potion of Raging Fury	Causes the potion to go bezerk as per the warrior skill. However in addition he gains +4 loc and +2 damage. In addition to the usual resistances from the skill he also immune to the subdue call or the sleep call and the berserk cannot be stopped before the potion wears off short of killing the berserker. The drinker will attack anything moving within line of sight.	10	40	80