



# Elixir of health



## Magical Liquids



Notes and Tables:

**XP Value: 250**  
**GP Value: 2,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

**Notes:** Dungeon Masters Guide



# Elixir of Madness



Magical Liquids

Notes and Tables:

**XP Value: --**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level wizard spell, confusion, until a heal, restoration, or wish spell is used to remove the madness. Once any creature is affected by the elixir, the remaining drought loses all magical properties, becoming merely a foul-tasting liquid.

**Notes:** Dungeon Masters Guide



# Elixir of Youth



## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age by  $1d4 + 1$  years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only  $1d3$  years.

**Notes:** Dungeon Masters Guide



# Oil of Acid Resistance



Magical Liquids

Notes and Tables:

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly—one application lasts for a whole day (1440 rounds). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds—32 if a saving throw vs. breath weapon was successful).

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours; or to protect any combination of creatures and duration between these extremes.

**Notes:** Dungeon Masters Guide





# Oil of Disenchantment



Magical Liquids

Notes and Tables:

**XP Value: 750**  
**GP Value: 1,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for  $1d10 + 20$  turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

**Notes:** Dungeon Masters Guide



# Oil of Elemental Invulnerability



## Magical Liquids

### Notes and Tables:

D4 Roll	Element
1	Air
2	Earth
3	Fire
4	Water

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental plane—this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

**Notes:** Dungeon Masters Guide



# Oil of Etherealness



## Magical Liquids



Notes and Tables:

**XP Value: 600**  
**GP Value: 1,200**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass through solid objects in any direction—sideways, upward, downward—or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect three rounds after application, and it lasts for  $4 + 1d4$  turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

**Notes:** Dungeon Masters Guide



# Oil of Fiery Burning



Magical Liquids

Notes and Tables:

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask will always break. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected. The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

**Notes:** Dungeon Masters Guide





# Oil of Fumbling



## Magical Liquids



Notes and Tables:

**XP Value: --**  
**GP Value: 650**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This oil will seem to be of a useful type—acid resistance, slipperiness, etc.—until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holds—weapon, shield, spell components, and so forth. Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off.

**Notes:** Dungeon Masters Guide



# Oil of Impact



Magical Liquids

Notes and Tables:

**XP Value: 750**  
**GP Value: 1,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This oil has beneficial effects on blunt weapons and missiles, both magical and non-magical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts  $1d4 + 8$  rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect last until the missile is used once. One application will treat 4-5 sling stones or two larger weapons. A flask of oil of impact holds  $1d3+2$  applications.

**Notes:** Dungeon Masters Guide



# Oil of Slipperiness



Magical Liquids

Notes and Tables:

**XP Value: 400**  
**GP Value: 800**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

Similar to the oil of etherealness described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with oil of slipperiness.)

In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

**Notes:** Dungeon Masters Guide



# Oil of Timelessness



## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

**Notes:** Dungeon Masters Guide





# Philter of Glibness



## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 2,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion enables the imbiber to speak fluently—even tell lies—smoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell, detect lie) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring.

**Notes:** Dungeon Masters Guide



# Philter of Love



## Magical Liquids



Notes and Tables:

**XP Value: 200**  
**GP Value: 800**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion causes the individual drinking it to become charmed (see charm spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in  $1d4+4$  turns, but the enamoring effects last until a dispel magic spell is cast upon the individual.

**Notes:** Dungeon Masters Guide



# Filter of Persuasiveness



## Magical Liquids



Notes and Tables:

**XP Value: 400**  
**GP Value: 850**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to suggest (see the 3rd-level wizard spell, suggestion) once per turn to all creatures within 30 yards of him.

**Notes:** Dungeon Masters Guide



# Philter of Stammering and Stuttering



Magical Liquids

Notes and Tables:

**XP Value: --**  
**GP Value: 1,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

When this liquid is consumed, it will seem to be beneficial—philter of glibness or persuasiveness, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed—nothing can be said properly, and the reactions of all creatures hearing such nonsense will be at a -5 penalty.

**Notes:** Dungeon Masters Guide





# Potion of Animal Control



## Magical Liquids

### Notes and Tables:

D20

Roll Animal Type

1-4 mammal/marsupial

5-8 avian

9-12 reptile/amphibian

13-15 fish

16-17 mammal/marsupial/avian

18-19 reptile/amphibian/fish

20 all of the above

**XP Value: 250**

**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals of the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about ½ ton or more. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see ring of mammal control).

**Notes:** Dungeon Masters Guide



# Potion of Clairaudience

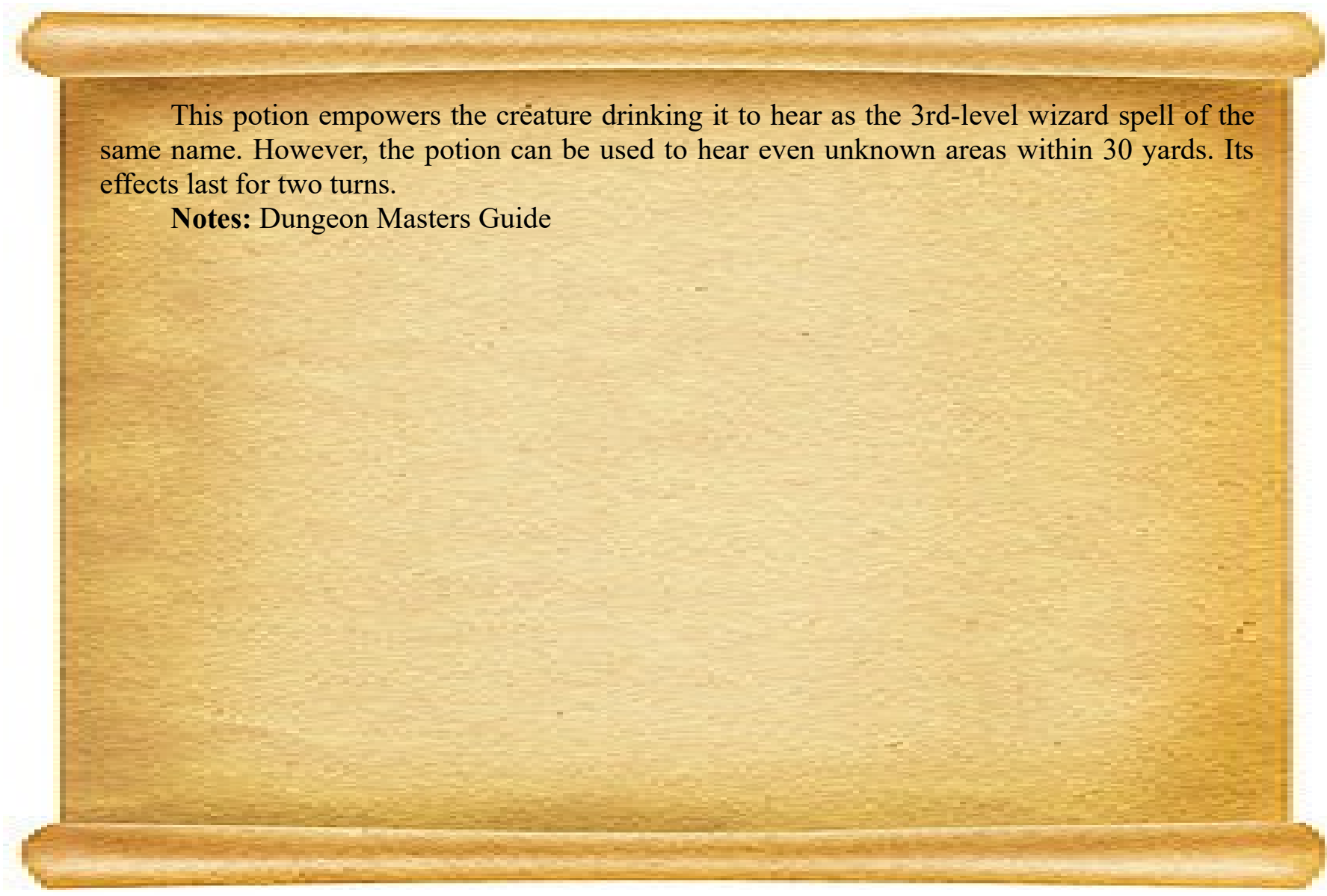


Magical Liquids

Notes and Tables:

**XP Value: 250**  
**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a light brown, textured surface, rolled up at the top and bottom. The text is written in a black, serif font.

This potion empowers the creature drinking it to hear as the 3rd-level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

**Notes:** Dungeon Masters Guide



# Potion of Clairvoyance

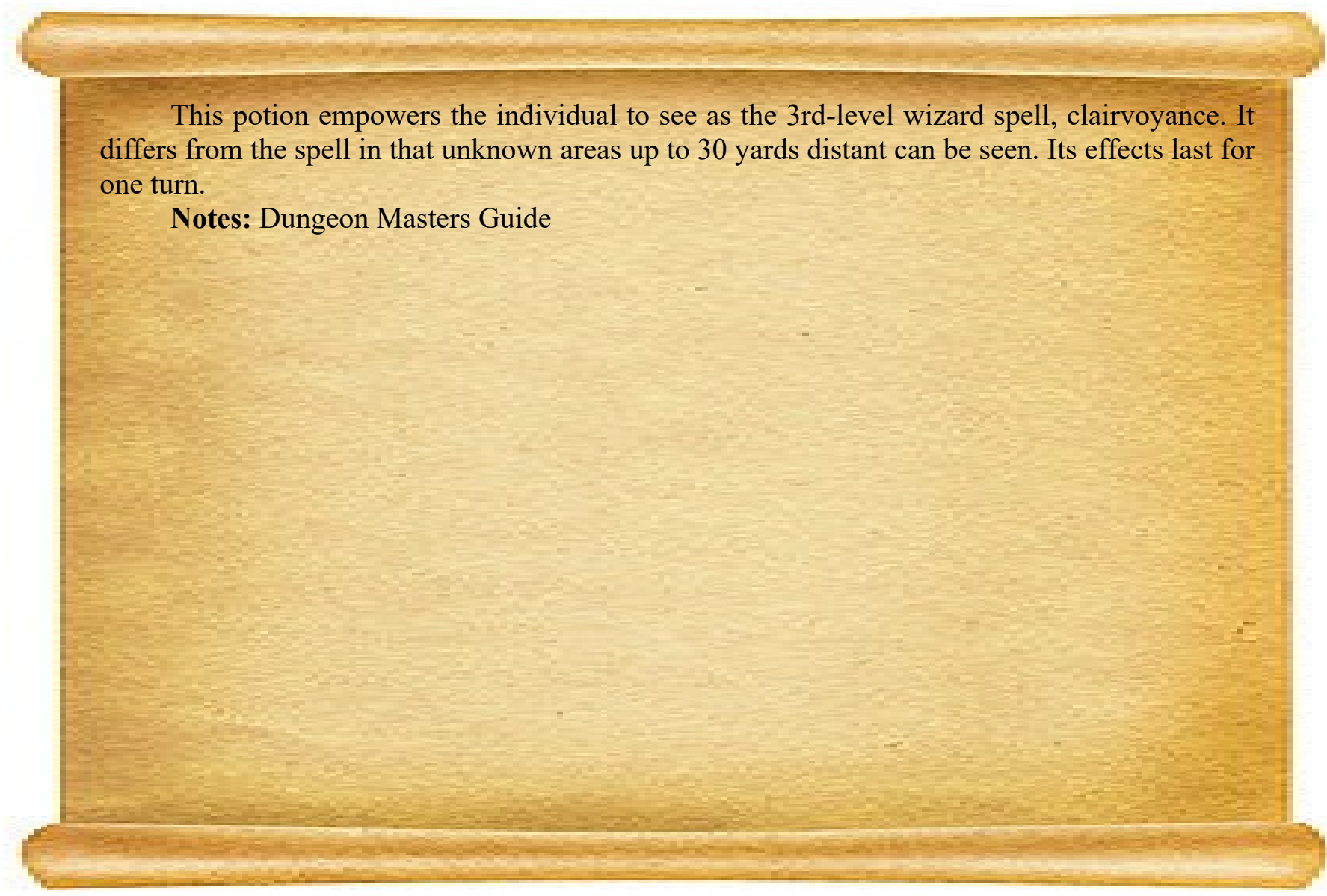


Magical Liquids

Notes and Tables:

**XP Value: 300**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll of parchment with a light brown, textured surface. The scroll is unrolled, showing a central rectangular area with text. The top and bottom edges of the scroll are rolled up, showing the wooden texture of the binding. The text is written in a black, serif font.

This potion empowers the individual to see as the 3rd-level wizard spell, clairvoyance. It differs from the spell in that unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

**Notes:** Dungeon Masters Guide



# Potion of Climbing



## Magical Liquids

### Notes and Tables:

Armor	Chance to Fall
studded leather	1%
ring mail	2%
scale mail	4%
chain mail	7%
banded or splinted armor	8%
plate mail	10%
field plate	10%
full plate	12%
magical armor, any type	1%

**XP Value: 300**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A climbing potion is effective for one turn plus 5d4 rounds.

The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb—01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

**Notes:** Dungeon Masters Guide





# Potion of Delusion



## Magical Liquids



Notes and Tables:

**XP Value: --**  
**GP Value: 150**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion affects the mind of the character so that he believes the liquid is some other potion (healing, for example, is a good choice—damage is "restored" by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

**Notes:** Dungeon Masters Guide



# Potion of Diminution



Magical Liquids

Notes and Tables:

**XP Value: 300**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size—to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

**Notes:** Dungeon Masters Guide



# Potion of Dragon Control



## Magical Liquids

### Notes and Tables:

D20 Roll	Dragon Type
1-2	White Dragon control
3-4	Black Dragon control
5-7	Green Dragon control
8-9	Blue Dragon control
10	Red Dragon control
11-12	Brass Dragon control
13-14	Copper Dragon control
15	Bronze Dragon control
16	Silver Dragon control
17	Gold Dragon control
18-19	Evil Dragon control*
20	Good Dragon control**

\* Black, blue, green, red, and white

\*\* Brass, bronze, copper, gold, and silver

**XP Value: 700**  
**GP Value: 7,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion enables the individual drinking it to cast what is, in effect, a charm monster spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown on table:

**Notes:** Dungeon Masters Guide



# Potion of ESP



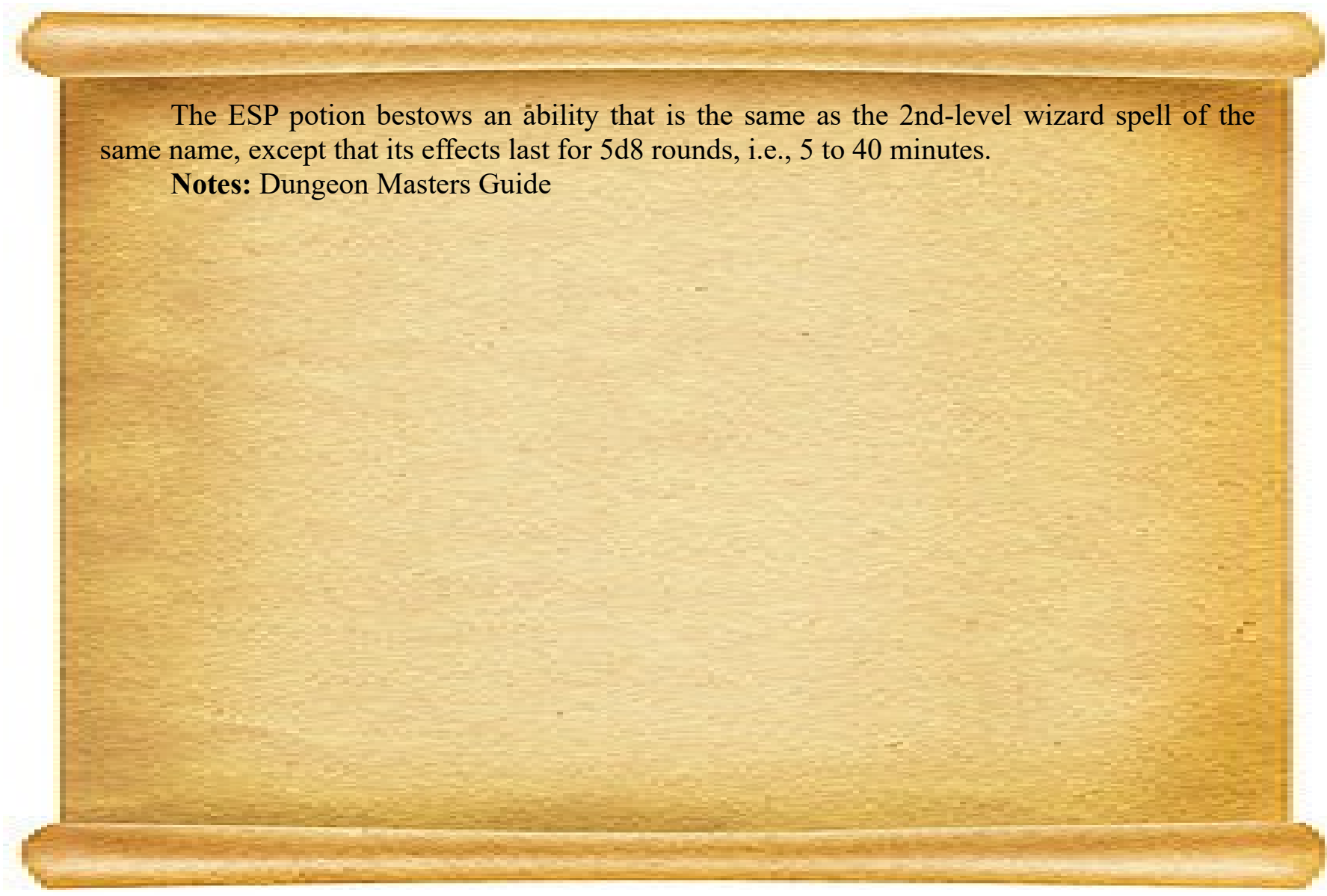
## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 850**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a light brown, textured surface, rolled up at the top and bottom. The text is written in a black, serif font.

The ESP potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

**Notes:** Dungeon Masters Guide





# Potion of Extra-healing



Magical Liquids

Notes and Tables:

**XP Value: 500**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion restores  $3d8 + 3$  hit points of damage when wholly consumed, or  $1d8$  hit points of damage for each one-third that is drunk.

**Notes:** Dungeon Masters Guide



# Potion of Fire Breath



## Magical Liquids



Notes and Tables:

**XP Value: 400**  
**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire 10 feet wide and up to 20 feet long that inflicts  $1d10 + 2$  points of damage ( $d10 + 2$ ). A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts  $5d10$  points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

**Notes:** Dungeon Masters Guide



# Potion of Fire Resistance



Magical Liquids

Notes and Tables:

**XP Value: 250**  
**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a wall of fire, a fireball, fiery dragon breath, and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

**Notes:** Dungeon Masters Guide



# Potion of Flying



## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 750**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a light brown, textured surface, rolled up at the top and bottom. The text is written in a black, serif font.

A flying potion enables the individual drinking it to fly in the same manner as the 3rd-level wizard spell, fly.

**Notes:** Dungeon Masters Guide





# Potion of Gaseous Form



## Magical Liquids



Notes and Tables:

**XP Value: 300**  
**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A gust of wind spell, or even normal strong air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

**Notes:** Dungeon Masters Guide



# Potion of Giant Control



## Magical Liquids

### Notes and Tables:

D20

Roll Giant Type

1-5 Hill Giant

6-9 Stone Giant

10-13 Frost Giant

14-17 Fire Giant

18-19 Cloud Giant

20 Storm Giant

**XP Value: 600**

**GP Value: 1,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A full potion of this draught must be consumed for its effects to be felt. It will influence one or two giants like a charm monster spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonus—you're weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.

**Notes:** Dungeon Masters Guide



# Potion of Giant Strength



## Magical Liquids

Notes and Tables:

	XP Value	GP Value
Cloud:	700	1,300
Fire:	650	1,200
Frost:	600	1,100
Hill:	500	900
Stone:	550	1,000
Storm:	750	1,400

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table:

<b>D20 Strength Roll</b>	<b>Strength Equiv.</b>	<b>Weight Allowance</b>	<b>Damage Bonus</b>	<b>Range</b>	<b>Rock Hurling Base Damage</b>	<b>Bend Bars/Lift Gates</b>
1-6	Hill Giant	485	+7	80 yd.	1-6	50%
7-10	Stone Giant	535	+8	160 yd.	1-12	60%
11-14	Frost Giant	635	+9	100 yd.	1-8	70%
15-17	Fire Giant	785	+10	120 yd.	1-8	80%
18-19	Cloud Giant	935	+11	140 yd.	1-10	90%
20	Storm Giant	1235	+12	160 yd.	1-12	95%

**Notes:** Dungeon Masters Guide



# Potion of Growth



## Magical Liquids



Notes and Tables:

**XP Value: 250**  
**GP Value: 300**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6 feet of height growth—in other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

**Notes:** Dungeon Masters Guide





# Potion of healing



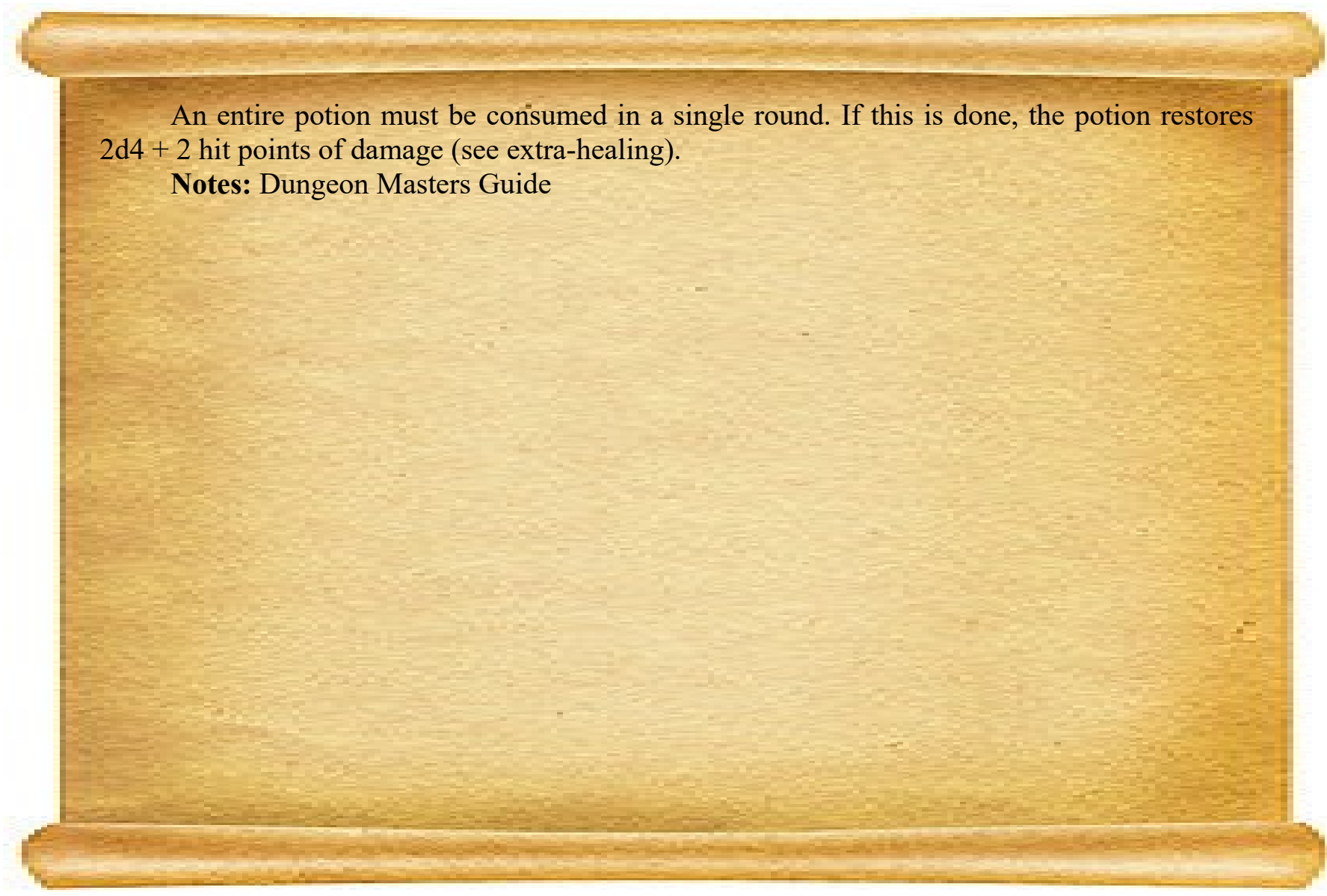
## Magical Liquids



Notes and Tables:

**XP Value: 200**  
**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a parchment-like surface, rolled up at the top and bottom. The text is written in a black, serif font.

An entire potion must be consumed in a single round. If this is done, the potion restores  $2d4 + 2$  hit points of damage (see extra-healing).

**Notes:** Dungeon Masters Guide



# Potion of Heroism



## Magical Liquids

### Notes and Tables:

Level of Imbiber	Number of Levels Bestowed	Additional Temporary Hit Dice
0	4	4d10
1st-3rd	3	3d10+1
4th-6th	2	2d10+2
7th-9th	1	1d10+3

**XP Value: 300**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if he has fewer than 10 levels of experience.

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors.

**Notes:** Dungeon Masters Guide



# Potion of Human Control



## Magical Liquids

### Notes and Tables:

D20 Roll	Human/Humanoid Controlled
1-2	Dwarves
3-4	Elves/Half-Elves
5-6	Gnomes
7-8	Halflings
9-10	Half-Orcs
11-16	Humans
17-19	Humanoids gnolls, orcs, goblins,
20	Elves, Half-Elves, and Humans

**XP Value: 500**  
**GP Value: 900**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A potion of human control allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a charm person spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g.,  $1 + 2 = 1$ ,  $2 + 6 = 2$ , etc.). This potion lasts for 5d6 rounds. The type of human(s) that can be controlled is randomly determined.

**Notes:** Dungeon Masters Guide



# Potion of Invisibility



Magical Liquids

Notes and Tables:

**XP Value: 250**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion confers invisibility similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp—equal to 1/8 of the contents of the container—to bestow invisibility for 3-6 turns.

**Notes:** Dungeon Masters Guide





# Potion of Invulnerability



Magical Liquids

Notes and Tables:

**XP Value: 350**  
**GP Value: 500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th-level character without a magical weapon could not harm the imbiber of an invulnerability potion.

The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

**Notes:** Dungeon Masters Guide



# Potion of Levitation



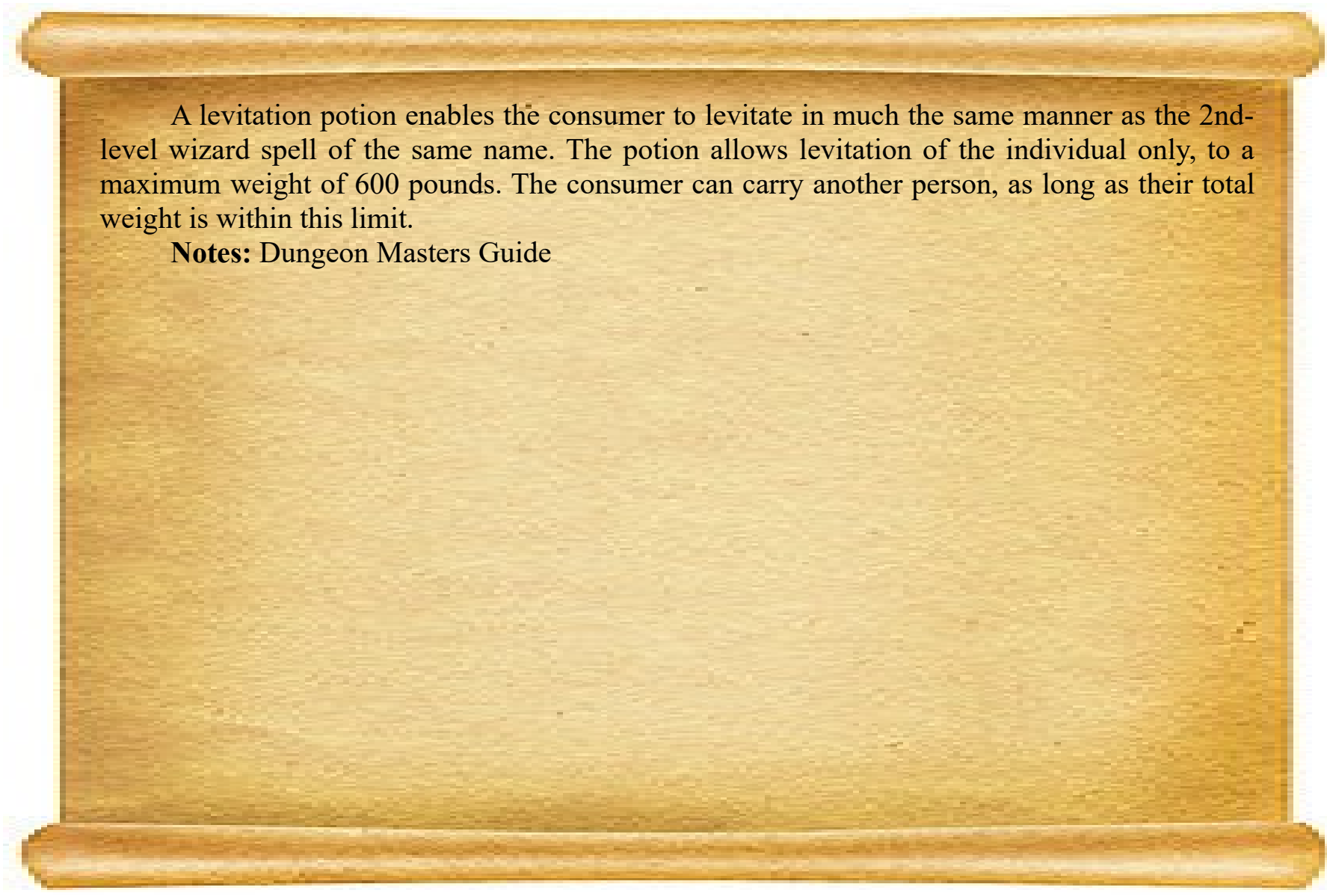
## Magical Liquids



Notes and Tables:

**XP Value: 250**  
**GP Value: 400**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a light brown, textured surface and wooden rollers at the top and bottom. The text is written in a black, serif font.

A levitation potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

**Notes:** Dungeon Masters Guide



# Potion of Longevity



## Magical Liquids



Notes and Tables:

**XP Value: 500**  
**GP Value: 900**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

The longevity potion reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks.

Each time one drinks a longevity potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wants—all age removed by previous drinks will be restored!

**Notes:** Dungeon Masters Guide



# Potion of Plant Control



## Magical Liquids



Notes and Tables:

**XP Value: 250**  
**GP Value: 300**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A plant control potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling mounds—within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20-foot by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see charm plants spell). Control range is 90 yards.

**Notes:** Dungeon Masters Guide





# Potion of Poison



## Magical Liquids



Notes and Tables:

**XP Value: --**  
**GP Value: 100**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A poison potion is simply a highly toxic liquid in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, will cause death. Poison can be weak (+4 to +1 bonus to the saving throw), average, or deadly (-1 to -4 penalty or greater on the saving throw). Some poison can be so toxic that a neutralize poison spell will simply lower the toxicity level by 40%—say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The DM selects the strength of poison desired, although most are strength "J" (see Table 51, Poison Strength). You might wish to allow characters to hurl poison flasks (see Combat, "Grenade-Like Missiles").

**Notes:** Dungeon Masters Guide



# Potion of Polymorph Self

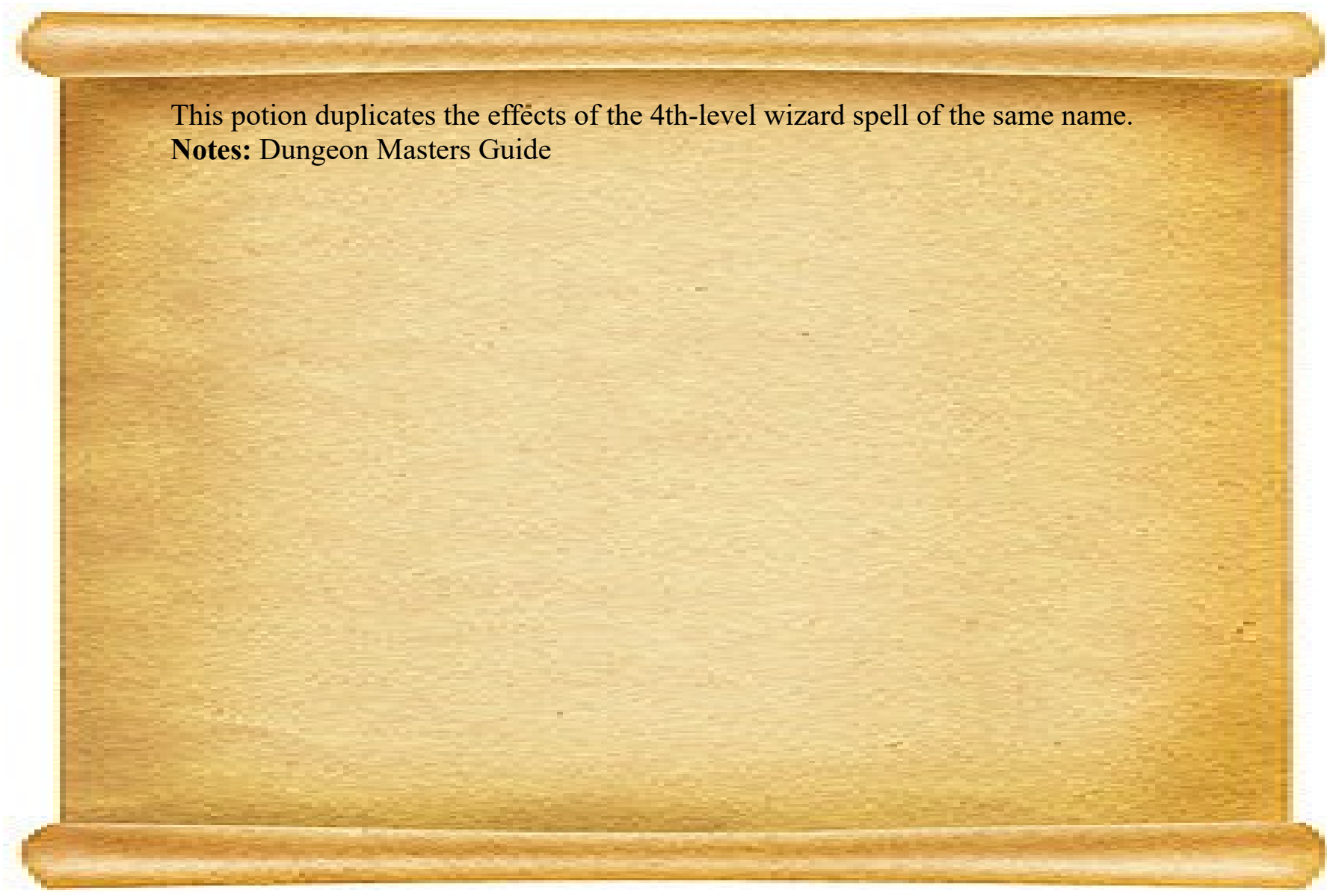


Magical Liquids

Notes and Tables:

**XP Value: 200**  
**GP Value: 350**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a parchment-like surface, rolled up at the top and bottom. The text is written in a black, serif font.

This potion duplicates the effects of the 4th-level wizard spell of the same name.  
**Notes:** Dungeon Masters Guide



# Potion of Rainbow Hues

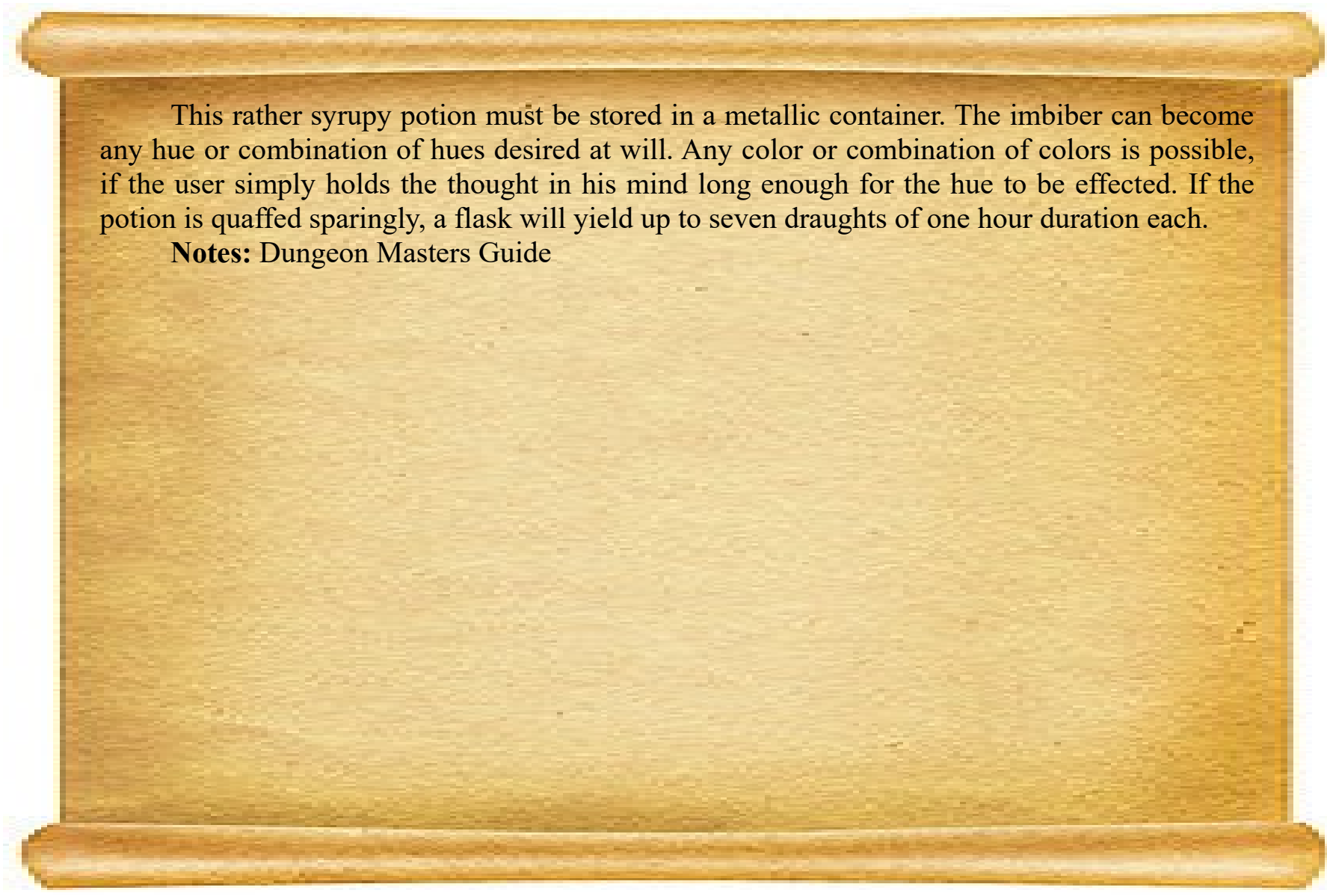


Magical Liquids

Notes and Tables:

**XP Value: 200**  
**GP Value: 800**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A scroll with a wooden frame, unrolled to reveal text on a parchment-like surface. The text is centered and reads: "This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one hour duration each." Below the text, the word "Notes:" is followed by "Dungeon Masters Guide".

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**Notes:** Dungeon Masters Guide



# Potion of Speed



## Magical Liquids



Notes and Tables:

**XP Value: 200**  
**GP Value: 450**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A potion of speed increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a speed potion ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

**Notes:** Dungeon Masters Guide





# Potion of Super-Heroism



## Magical Liquids

### Notes and Tables:

Level of Consumer	Levels Bestowed	Number of Additional Temporary Hit Dice
0	6	5d10
1st-3rd	5	4d10+1
4th-6th	4	3d10+2
7th-9th	3	2d10+3
10th-12th	2	1d10+4

**XP Value: 450**  
**GP Value: 750**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion gives the individual a temporary increase in levels (see heroism potion) if he has fewer than 13 levels of experience. It is similar to the heroism potion, but more powerful, and its effects last just 5d6 melee rounds:

**Notes:** Dungeon Masters Guide



# Potion of Sweet Water



## Magical Liquids



Notes and Tables:

**XP Value: 200**  
**GP Value: 250**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This liquid is not actually a potion to be drunk (though it tastes good). Sweet water is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

**Notes:** Dungeon Masters Guide



# Potion of Treasure Findings



Magical Liquids

Notes and Tables:

**XP Value: 600**  
**GP Value: 2,000**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

A potion of treasure finding empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.

Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items which don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance.

Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

**Notes:** Dungeon Masters Guide



# Potion of Undead Control



Magical Liquids

## Notes and Tables:

D10 Roll	Undead Type
1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

**XP Value: 700**  
**GP Value: 2,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion in effect gives the imbiber the ability to charm certain ghosts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the 1st-level wizard spell, charm person. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4 + 1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the table:

**Notes:** Dungeon Masters Guide





# Potion of Ventriloquism



Magical Liquids

Notes and Tables:

**XP Value: 200**  
**GP Value: 800**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he is—from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the ventriloquism ability up to six times within the duration of the potion.

**Notes:** Dungeon Masters Guide



# Potion of Vitality



## Magical Liquids



Notes and Tables:

**XP Value: 3,000**  
**GP Value: 2,500**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

**Notes:** Dungeon Masters Guide



# Potion of Water Breathing



Magical Liquids

Notes and Tables:

**XP Value: 400**  
**GP Value: 900**

— Cards by Dennis Bratcher  
Advanced Dungeons & Dragons 2nd Edition Magic Item

It is 75% likely that a water breathing potion will contain two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

**Notes:** Dungeon Masters Guide