

Water of Enhancement

(by Joseph Nicholas, from "The Treasure Chest" in White Dwarf #5)

This is a vile-smelling liquid that no one will willingly drink (nausea sets in, bile clogs the throat, etc.) DM rolls 6-sided die for each member of the party in secret; a roll of 6 on the die indicates that a designated individual has overcome his revulsion and will drink, with the following results.

01-30%	No effect
31-40%	Prime requisite increases by 1 point
41-50%	Charisma increases by 2 points
51-60%	Prime requisite increases by 2 points
61-70%	Fighters and Thieves gain one full level of experience immediately. Other classes; no effect
71-80%	Magic-Users and Clerics gain one full level of experience immediately. Other classes: no effect
81-85%	All classes - prime requisite increases by 1 point, gain one full level of experience immediately
86-90%	All classes - prime requisite increases by 2 points, gain two full levels of experience immediately
91-95%	Total amnesia
96-00%	Insanity (the type of insanity depends on the nature and complexity of whatever table the DM uses)

Anyone who, seeing the effect on another as a result of their drinking, wishes to drink himself, must roll a 6-sided die to do so. A roll of 5 or 6 indicates that he has managed to overcome his revulsion: failure to roll 5 or 6 indicates that he hasn't, and he cannot roll again (i.e., a second refusal indicates that he will never drink the liquid). All who drink can do so once only.

XP Value: 1,000

GP Value: 4,000