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## Poisons

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## Definitions

Feel free to adjust prices depending on your economy and how rare things may be. Think of these as some guidelines.

## Durations

Encounter: One battle or approximately 5 minutes

Hour: Lasts one hour

Daily: Lasts throughout the day or about 20 hours.

## Potency

An added cost on to the base item, will often times increase power or effect

## Potions

Potions are one use effects. Potions come in different durations and potencies. The base cost is dependent on the duration. For an increased potency it has an additional cost.

### Potion of Agility

You gain a +1 bonus to AC.

Duration Encounter: 100 gp

Potency (+2): +100 gp

Potency (+3): +300 gp

### Potion of Blink

When attacked, the target has a 20% chance of missing. Roll a d20, if the result is 4 or less, the target misses.

Duration Encounter: 150 gp

Potency (50%): +300 gp

### **Potion of Bodily Defense**

You gain a +1 bonus to PD

Duration Encounter: 100 gp

Potency (+2): +100 gp

Potency (+3): +300 gp

### **Potion of Clean Breath**

Air you breath is fresh and you can not be affected by poison from inhalation. Your breath is also minty fresh.

Duration Encounter: 50 gp

Duration Hourly: 100 gp

Duration Daily: 200 gp

### **Potion of Disguise Self**

You gain a +5 background Disguise

Duration Encounter: 150 gp

Duration Hourly: 300 gp

Duration Daily: 500 gp

### **Potion of Spider Climb**

You gain the level one druid spell Spider Climb

Duration Encounter: 150 gp

Duration Hourly: 400 gp

### **Potion of Water Breathing**

You can breath underwater

Duration Hourly: 100 gp

Duration Daily: 300 gp

### **Potion of Endure Elements**

You take no penalty from environments such as extreme heat or cold.

Duration Hourly: 100 gp

Duration Daily: 200 gp

### **Potion of Feather Fall**

You fall slowly. If you fall from a great height, you only take ½ the damage. If you fall from less than 100 feet, you take no damage.

Duration Encounter: 100 gp

Duration Hourly: 300 gp.

### **Potion of the Explorer**

For the duration of the potion, you gain a background of +5 of Explorer for the purposes climbing, jumping, and exploring. You can only use the background for physical activities and not for mental activities such as finding traps in dungeons and such

Duration Encounter: 200 gp

Duration Daily: 600 gp

Potency (+8 to background): +200 gp

### **Potion of Invisibility**

You cast the level five version of the wizard spell invisibility

Duration Encounter: 300 gp

Potency (Level 9 version of the spell, still targets only yourself): +300 gp

### **Potion of Silent Steps**

You gain the +5 background Silent Steps. You can walk without making sound.

Duration Encounter: 100 gp

Duration Hourly: 300 gp

### **Potion of Overland Travel**

You move at extraordinary rates, outside of battle, you move a 3x the speed.

Duration Hourly: 100 gp

Duration Daily: 300 gp

### **Potion of Ethereal Jaunt**

You gain the use of a short ranged teleport. Sometime within the duration, as a move action, teleport anywhere nearby. Once you have used your teleport, the potion effect fades.

Duration Encounter: 100 GP

Duration Daily: 300 GP

Potency (Two teleports): +150 GP

### **Potion of Far Sight**

You gain a +5 background of long distance sight. You can see twice as far as other creatures and can make out fine detail far away.

Duration Hourly: 100 gp

### **Potion of Keen Ears and Scent**

You gain a +5 background listening and scent. You can use scent to track creatures as well.

Duration Hourly: 100 gp

Duration Daily: 300 gp

Potency (+8): +150 gp

### **Potion of Sustenance**

You gain the effects as if you have had a full meal with drinks for the day.

Duration Daily: 100 gp.

### **Potion of Scrying Protection**

You can not be the target of any remote viewing or hearing. Divination magic does not work on you.

Duration Hourly: 100 gp

Duration Daily: 200 gp

## **Potion of Great [Strength / Dexterity / Constitution]**

You gain a +1 bonus to rolls involving the attribute of the potion. If you use the potion of Constitution, you also gain a bonus of temporary hp equal to how much you would have gained from the extra constitution.

Duration Encounter: 300 gp

Potency (+2): +300 gp

## **Potion of Tongues**

You gain the adventurer and champion feat of Linguist.

Duration Encounter: 200 gp

## **Potion of Inconspicuous Anonymity**

You gain a +5 background: Blend into crowd.

Duration Encounter: 75 gp

Duration Hourly: 150 gp

Duration Daily: 300 gp

## **Potion of Truth Sensing**

You gain a +5 background: Investigation Skills.

Duration Encounter: 150 gp

Duration Hourly: 400 gp.

## **Potion of Insight**

When used, the drinker's mind will clear and they will have very keen insight into their current situation.

This potion allows the GM to give a hint to the players or allows the player to ask a question to the GM about their current position.

Duration Instant: 300 gp

## **Potion of Mental Strength**

You gain a +1 bonus to MD

Duration Encounter: 100 gp

Potency (+2): +100 gp

Potency (+3): +300 gp

## **Potion of Wilderness**

(No scent or track, animals are naturally apathetic to friendly, can travel through difficult terrain reasonably well. Maybe a background bonus? iunno m8 Sounds good to me) (My guy would probably know how to make this, or a less mystical version)

## **Potion of Restoration**

Drinking this potion allows for an immediate save with a +2 bonus

Duration Instant: 150 gp  
Potency (+4): +300 gp

### **Potion of True Self**

Suppress one magical item quirk  
Duration Hourly: 100 gp  
Duration Daily: 300 gp

### **Potion of Heroism**

Once per day, for one d20 roll you make, roll 2d20 and take the higher of the two.  
Duration Daily: 600 gp  
Potency (Twice per day): +400  
Potency (Three times per day): +600

## **Scrolls**

Scrolls are one time use effects. If a scroll allows you to make an attack, your attack bonus is 4 + your level. You can not use feats when using scrolls.

### **Scroll of Detect Magic**

You can detect nearby magical effects. In addition, you get a +3 to background checks to determine magical effects.  
Duration Hourly: 200 gp

### **Scroll of Flight**

You gain the benefits of the level seven version of the wizard flight spell.  
Duration Encounter: 600 gp

### **Scroll of Fireball**

You can use the wizard fireball spell.  
Level 5 Fireball: 400 gp  
Level 7 Fireball: 600 gp  
Level 9 Fireball: 900 gp

### **Scroll of Speak with Dead**

You gain use of the necromancer spell Speak with Dead, You gain one use at all levels of it rather than 1d3 or more.  
Level 3 Speak with Dead: 150 gp  
Level 7 Speak with Dead: 300 gp  
Level 9 Speak with Dead: 500 gp

## **Scroll of Knock**

You gain use of the wizard cantrip Knock. Your check is based on the quality of the scroll

+5 check: 100 gp

+12 check: 200 gp

+20 check: 400 gp

## **Scroll of Protection against [Good / Evil / Chaotic / Lawful]**

You gain +2 to all defenses vs monsters of the type of the scroll. It is up to the GM's discretion on whether a monster is of an alignment, but they should tell you if it will be effective or not.

+2 bonus: 150 gp

+4 bonus: 400 gp

Mass (targets close by allies): +200 gp

## **Scroll of Divination**

The GM gives you a piece of advice about a question you ask. The advice does not necessarily have to be entirely honest, as long as it is partially true then that should count. Examples may be underestimating an army size.

Instant: 200 gp

## **Scroll of Truespeak**

Anyone creature or being that hears you can understand you as long as they have some intelligence.

Encounter: 100 gp

Daily: 200 gp

## **Scroll of Prying Eyes**

You create 3 eyes that can fly around. After the duration ends or before the eyes can come back to you and you can see everything notable that they saw. You can give the eyes basic instructions, a sentence or two at most, but they are fairly unintelligent. If the eyes go more than a mile away from you or are destroyed then you are unaware of the fact (until one less eye shows up to give you information), and you gain no information.

Hourly: 100 gp

Daily: 200 gp

## **Scroll of Secure Shelter**

You create a small cabin. The floor is level, clean and dry. The cabin is made of stone, and is protected against fire and small missiles. The cabin must be heated normally, but does come with some firewood for burning. The cabin can be secured from intruders and has an alarm spell placed on the entrances. The cabin can be dismissed at any point.

Daily: 400 gp

## **Scroll of Clairvoyance / Clairaudience**

You can hear or see far away things and objects. You must have a general idea of the area you wish to examine, basically you have needed to visit it at least one time before. You can get either clairvoyance, clairaudience or both described with the prices below

Hourly: 100 gp

Daily: 200 gp

Both senses: +100 gp

## **Scroll of Water Walk**

You can walk on water. You do not become wet. To pull you through the water requires an opposed leveled strength check.

Hourly: 100 gp

Daily: 100 gp

Mass (Target allies nearby): +100 gp

## **Flesh to Stone / Stone to Flesh**

You can either turn someone to stone, or turn a person who was stoned back. If a target is being stoned, it gets its death saving throws to avoid being stoned. Flesh to stone is an attack vs PD

Flesh to Stone: 400 gp

Stone to Flesh: 400 gp

## **Poisons**

Poisons are one time use effects. Applying a poison to one weapon takes one movement action. Each poison can be used for three attacks for a single weapon. If someone has two weapons, it can be split between the weapon and can be used with two attacks. You can also coat a total of three arrows in a movement action. Applying poisons provoke opportunity attacks.

### **Spider Poison**

+1d10 poison damage to attacks.

Cost: 200 gp

### **Numbing Poison**

-1 to target's basic attacks.

Cost: 200 gp

### **Crackling Oil**

+1d6 lightning damage to your attacks. Critical hits stun the target for 1 round.

Cost: 200 gp



## **Holy Water**

Hit: Deal an additional x damage. Special: Must be vulnerable to radiant damage.

1d20 Cost: 100 gp

2d20 Cost: 200 gp

3d20 Cost: 400 gp

## **Throwing Weapons**

You can throw these potions with a throwing attack.

Attack: Strength or Dexterity + Level vs PD

## **Holy Water**

Throwing Attack: Hit: x damage. Special: Must be undead or vulnerable to radiant damage.

3d20 damage: 100 gp

5d20 damage: 200 gp

9d20 damage: 400 gp

## **Acid Flask**

Throwing Attack. Hit: acid damage and target takes a penalty to AC (save 11+ ends)

5d6 damage and -1 ac: 50 gp

8d6 damage and -2 ac: 100 gp

13d6 damage and -3 ac: 200 gp

## **Dragon's Breath**

Throwing Attack. Hit: Fire damage and target takes ongoing fire damage (save 11+ ends).

4d6 and 5 ongoing damage: 50 gp

7d6 and 10 ongoing damage: 100 gp

11d6 and 15 ongoing damage: 200 gp

## **Blinding Dust**

Throwing Attack. Hit: Causes blind (-4 to attack) (Save 11+ ends)

50 gp

## **Other Consumables**

### **Torch**

Provides light, lasts for a few hours

Cost: 10 for 1 gp

### **Lantern + Oil**

Provides light, the flame (and oil) is protected a little bit.

Lantern: 5 gp

Oil: 1 gp for a full day of use.

## Sun Sticks

Provides light, can not be put out via natural elements. The person who activated it can turn it off permanently with a quick action.

Lasts for a few hours (3 or 4?)

Cost: 4 for 5 gp, individual price of 1 gp.

## Gem of Battle

Break the gem (by throwing it to the ground or something) and increase the escalation die by one.

Cost: 400 gp

# Random Tables

## Potions

[illegible]
