

Unstable Potions

Unstable Potions are 20 strange and weird effects, that will surprise your players

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Magic is strange and has unforeseen effects and with these ideas, you can add color to the effects of magic in your game.

Compatible with Labyrinth Lord.

by Morten Greis



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Unstable Potions

Magic is tricky business, and you cannot always trust your magic items to turn out, as you would expect. Small variations in ingredients and the intonation of magic words or perhaps exposure to magical auras and weird mysteries, and suddenly your potion of healing, growth, giant strength, flying or invisibility does work quite the way, you had hoped. Prepare yourself for unstable potions!

Add these effects to potions as an extra effect and as a surprise for your players. The extra effects do not reveal themselves to a *Detect Magic* but an *Identify* spell will reveal them.

The DM may allow a careful study of the potion to reveal the secondary effect.

Most of the effects works best with potions, that have a duration (flying, strength, invisibility etc.), rather than with potions having an instantaneous effect (i.e. healing potions). Some of the effects targets *players*, not *characters*. This means, that the player must role play or behave in a certain manner reflecting the behavior of the character, or the magic of the potion ends.

Some of the effects may require a test, where the player roll 1d20 against the characters ability score in order to be successful.

Known effects of Unstable Potions

1d20	Effect	
1	Viscous	The thick liquid flows slowly like syrup, and it takes two rounds to drink the potion.
2	Elusive	The liquid turns into vapor once it is exposed to the air, and the imbiber must drink it fast. The character must perform a Dexterity Test. If it fails a part of the potion evaporated, and the character only gains half the effect or half the duration.
3	Explosive	The liquid begins to boil and surge, and must be drunk immediately. The character must perform a Dexterity Test with a +4 bonus. If it fails, the potion explodes in a shower of shards between the imbibers hands for 1d6 damage, and the potion is lost.
4	Disgusting Taste	The liquid tastes awful and has foul smell, and the imbiber finds it difficult to consume. The character must succeed a Saving Throw vs Poison+2 or vomit the potion out losing its effect.
5	Congeeing	The potion constantly crystallizes and must be shaken vigorously into order to return it to its liquid state. The character must shake it for one round, before it can be imbibed, and the player must simulate shaking the potion flask.
6	Slow working	The magic in the potion takes a short time to awaken. It takes 1d4 rounds before the potion's magical effect occurs.
7	Smelly	The imbiber becomes foul smelling while under the influence of the potion. While the potion lasts, the imbiber releases a cloud of foul stench every time the character performs a physical activity (i.e. making an attack, jumping, running etc.). The stench results in a -4 penalty to Charisma tests and -2 Reaction Penalty to social activities.
8	Hunger	The imbiber becomes ravenous, once the effect of the potion runs out. Until a meal is consumed (costs a ration), the imbiber suffers a -4 penalty to strenuous activities (including attacking).
9	Sleep inducing	The potion makes the imbiber drowsy, and once the effect runs out, the drinker risks falling asleep spontaneously for the next three hours. Once pr. hour the character must succeed a Saving Throw vs Death Ray or suddenly fall asleep. This effect does not occur while fighting or performing other vigorous activities.
10	Exhausting	The potion's magic drains the imbiber. Once the effect runs out, the character begins yawning heavily and feels drowsy. For the next hour the character will doze off, if he or she is not moving about constantly or being kept awake by others.
11	Cooling	The potion drains body heat from the drinker, who becomes cold to touch and briefly leaves rime on glass and other objects touched, while the potion lasts. Once the potion has ended, the drinker shivers with cold and has a -4 penalty on physical activities and activities requiring concentration, until wrapped in blankets, sat in front of a bonfire or some other warming effect.
12	Chatty	The potion loosens the imbibers tongue, and the imbiber is constantly small talking, while under the potion's effect. The <i>player</i> must constantly chat or small talk, and if the <i>player</i> is quiet for one minute, the potion's effect immediately ends.
13	Roaring	The imbiber is unable to whisper and finds it difficult not to yell instead of talking, while influenced by the potion. The <i>player</i> must speak loudly, when speaking, and if the <i>player</i> does not speak loudly, the potion's effect immediately ends.

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| 14 | Whispering | The potion limits the voice of the character, who can only whisper. If the <i>player</i> does not whisper, when speaking, the potion's effect immediately ends. |
| 15 | Balance | The potion's effect only works as long as the character is focused and in balance. The <i>player</i> must balance a d20 on the back of their hand, and if the die falls off, the potion's effect ends immediately. |
| 16 | Taunt | While under the influence of the potion, the character struggles with not coming up with taunts and insults. Every time a conversation is initiated, or the character is contradicted, the character must succeed a Charisma test or immediately throw a taunt. |
| 17 | Restless | The imbiber cannot rest or sit still, while under the influence of the potion. The <i>player</i> must be moving around, and if the player is not in motion, the potion's effect ends. |
| 18 | Blood infusion | The powerful magic in the potion infuses into the blood of the drinker, whose blood now functions as a scaled down version of the potion. If other creatures drink the fresh blood (for 1d4 damage) of the imbiber, they gain the effects of the potion (but the duration is at most 10 minutes). This last while the potion lasts or until the character is killed. |
| 19 | Echo | The strange magic of the potion repeats itself. 24 hours later, the potion reactivates itself and the imbiber once more gains the effect of the potion. |
| 20 | Secondary effect | The enchantment of the potion has created two different potions in one, but the second one does not reveal itself, until the effects of the first have ended. 1d6 rounds after the potion ends, the strange magics of the potion activates the effect of a new, beneficiary magical potion, as if the imbiber had drunk another potion. |