Know It by the Bottle

Tokens go by shape, never by color. Find the bottle, then read the brew.

DRINK OR FEED
Takes ◈ (manipulate) and one hand. The bottle must already be in hand; digging it out of your pack is its own Interact.

FEEDING ANOTHER
Only a creature within your reach that is willing, or that can't stop you.

GRADES
Stronger grades come in the same bottle. The GM tells you which grade you're holding.

SHAPE, NOT COLOR
Tokens come in every color. Only the shape of the bottle tells you what's inside.



Magical Potion

Healing Potion

ROUND FLASK · *the storybook shape*

You regain Hit Points.

	Minor	Lesser	Moderate	Greater	Major
ITEM	1	3	6	12	18
PRICE	4 gp	12 gp	50 gp	400 gp	5,000 gp
HEALS	**1d8**	**2d8+5**	**3d8+10**	**6d8+20**	**8d8+30**



Alchemical Elixir

Elixir of Life

FACETED GEM · *cut like a jewel*

You regain Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

	Minor	Lesser	Moderate	Greater	Major	True
ITEM	1	5	9	13	15	19
PRICE	3 gp	30 gp	150 gp	600 gp	1,300 gp	8,000 gp
HEALS	**1d6**	**3d6+6**	**5d6+12**	**7d6+18**	**8d6+21**	**10d6+27**
BONUS	**+1**	**+1**	**+2**	**+2**	**+3**	**+4**



Alchemical Elixir

Antidote

RINGED BOTTLE · *coiled like a snake*

You gain an item bonus to Fortitude saves against poisons for 6 hours. ***Major:*** you can also attempt a save against one poison of 14th level or lower affecting you; success neutralizes it.

	Lesser	Moderate	Greater	Major
ITEM	1	6	10	14
PRICE	3 gp	35 gp	160 gp	675 gp
BONUS	**+2**	**+3**	**+4**	**+4**



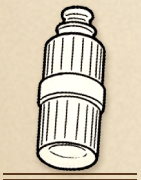
Alchemical Elixir

Antiplague

DIMPLED GLOBE · *pockmarked like the pox*

You gain an item bonus to Fortitude saves against diseases for 24 hours, including your daily save against a disease's progression. ***Major:*** you can also attempt a save against one disease of 14th level or lower affecting you; success cures it.

	Lesser	Moderate	Greater	Major
ITEM	1	6	10	14
PRICE	3 gp	35 gp	160 gp	675 gp
BONUS	**+2**	**+3**	**+4**	**+4**



Magical Potion — **Item 1 · 3 gp**

Potion of Emergency Escape

CAPPED VIAL · *snap the cap and run*

For 1 minute you're **fleeing** from every hostile creature you're aware of, and gain a +40-foot status bonus to all your Speeds while you flee. You immediately Stride.

Fleeing: you must spend your actions getting away, and you can't Delay or Ready.



Magical Potion — **Item 1 · 3 gp**

Gecko Potion

FLAT FLASK · *flat against the wall*

For 5 minutes you gain a +1 item bonus to Climb and Palm an Object checks, and to your Reflex DC against Disarm.



Magical Potion — **Item 3 · 11 gp**

Potion of Water Breathing

BUBBLE DECANTER · *a bubble of air on top*

You can breathe underwater for 1 hour.



Primal Potion — **Item 4 · 15 gp**

Oak Potion

STUDDED BOTTLE · *rough as bark*

For 10 minutes your skin turns tough as bark: resistance 2 to bludgeoning and piercing, weakness 3 to fire. When fire damages you, you can end the effect as a free action; you still take that damage.

Know It by the Bottle



Magical Potion

Potion of Retaliation

Twisted bottle · *twisted like a flame*

Brewed for one energy: acid, cold, electricity, or fire. For 1 minute, a creature that touches you (with an unarmed attack or a spell with a range of touch) takes damage of that type. ***Moderate and up:*** so does an adjacent creature that hits you with a melee weapon Strike.

	Minor	Lesser	Moderate	Greater	Major
Item	1	3	6	12	18
Price	4 gp	12 gp	50 gp	400 gp	5,000 gp
Damage	**1**	**1d4**	**2d4**	**3d6**	**4d8**



Magical Potion

Shrinking Potion

Stepped decanter · *stepping down in size*

You and your gear become Tiny, and your reach becomes 0 feet. Gear you remove returns to its normal size. No effect if you're already Tiny.

	Standard	Greater
Item	4	8
Price	15 gp	90 gp
Onset	**1 minute**	**none**
Lasts	**10 minutes**	**1 hour**
Also		**+2 item bonus to Stealth while small**



Magical Potion

Potion of Resistance

Square bottle · *broad enough to take a hit*

Each is brewed against one damage type: acid, cold, electricity, fire, or sonic. You gain resistance to that type for 1 hour.

	Lesser	Moderate	Greater
Item	6	10	14
Price	45 gp	180 gp	850 gp
Resist	**5**	**10**	**15**



Magical Potion

Potion of Swimming

Scaled decanter · *scaled like a fish*

You gain a swim Speed equal to your land Speed.

	Standard	Greater
Item	6	11
Price	50 gp	250 gp
Lasts	**10 minutes**	**1 hour**



Magical Potion · Item 8 · 90 gp

Potion of Quickness

Knuckled column · *lean as a whippet*

For 1 minute you're **quickened**: you gain 1 extra action at the start of each of your turns, which you can use only to Strike or Stride.



Magical Potion

Potion of Flying

Dark bottle · *black as a raven's wing*

You gain a fly Speed of 40 feet.

	Standard	Greater
Item	8	15
Price	100 gp	1,000 gp
Lasts	**1 minute**	**1 hour**

Shape Finder

Match the token to its bottle, then turn to its entry.



Healing Potion



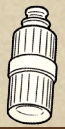
Elixir of Life



Antidote



Antiplague



Emergency Escape



Gecko Potion



Water Breathing



Oak Potion



Retaliation



Shrinking Potion



Resistance



Swimming



Quickness



Flying