

Gregorius21778:

50 Elixirs for “classic” RPG



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.2; created by Kai Pütz
(c) 2016

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My blog: www.gregorius21778.wordpress.com

My other titles: [at drivethrurpg.com](http://at.drivethrurpg.com)

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How to use this supplement:

Each of the 50 entries in this book consists of a name the elixir, a description of its look and taste and its effect. Unless stated otherwise, all elixirs are meant to be drunk and the effects will occur immediately.

The supplement was written to be compatible with Lamentations of the Flame Princess(tm), but every Referee should be able to adept it to other OSR games with ease.

Prices are up to the Referee, as a rule of thumb each of these elixirs could cost between 100 and 600 silver pieces (assuming silver standard; otherwise change the price to gold pieces).

Unless mentioned otherwise, all attribute damage will be regenerated at a rate of 1 point per day of rest.

Enjoy!

01# Elixir of Healing Slumber

Description: a night blue, opaque liquid. Tasteless but for a slight aftertaste of mint.

Effect: after 1d6 rounds the character will begin to feel very tired. At the beginning of the next turn she will drop into a comatose sleep (or earlier if she lays herself to rest after the tiredness sets in). For the next 18+1d10 hours nothing but magic is able to wake up the character. During this period the natural healing is increased by five.

02# Elixir of Cleansing Humors

Description: a clear liquid with a slight yellow hue to it. Tastes very bitter.

Effect: the elixir neutralizes the effects of all poisons, but the character immediately loses all hair and 1d6+2 points of Strength. While the Strength is recovered at a rate of 1 point per day, the hair will not regrow for 1d6+1 days.

03# Elixir of Regenerative Growth

Description: a brown, viscous liquid with a sweet-bitter taste.

Effect: during the next turn the character's flesh seemingly boils and rolls as it grows, and wounds are sealed from the inside out. The character will be stunned for one turn and regains 4d6 hit points. Even lost limbs will regrow completely (or partially if the hit points are not restored back to maximum). The PC will although develop 1d10+2 large tumors in prominent or awkward places. Thereby, the character's Charisma and/or Dexterity is decreased by one point for each large tumor (Referee's choice). This attribute damage will not heal until a physician cuts away the growth, doing 1 point of damage in the process.

04# Elixir of Invigoration

Description: a murky green liquid with a fresh, fruity taste

Effect: the character immediately regains 1d6+5 hit points but becomes adrenalized, exhilarated and fidgety. For the next 2d6+8 hours the character will find it impossible to fall asleep, and all tests for tasks that require concentration fail automatically.

05# Elixir of Immunization

Description: a milky-white liquid with a mild taste of almond.

Effect: for the next 2d6 hours the character becomes immune to all ingested poisons, potions and elixirs. If the character drinks any strong alcohol during this time period, the duration ends immediately and she must *Save vs. Poison* or will lose 1d6 hit points.

06# Elixir of Alchemical Enhancement

Description: an opaque, violet, tasteless liquid.

Effect: if a teaspoon full of this elixir is mixed with a healing potion that restores a random amount of hit points, the potion will restore the maximum possible instead. For the next (2d6 minus Constitution Bonus) days after the intake of an enhanced healing potion, the character suffers a -2 penalty to all saving throws against poison.

07# Elixir of Fortified Health

Description: a dirty-yellow, slightly oily liquid that creates a burning sensation in mouth and throat.

Effect: for the next 1d3+1 days the character may re-roll all failed saving throws made against diseases and infections up to two times, but loses all sense of taste and smell for the next 1d6+1 hours.

08# The Elixir of Unsteady Humors

Description: a clear yellow-green liquid with a strong taste of citrus and cinnamon.

Effect: for the next 1d6+1 hours the character will experience hot and cold flashes and will be prone to sweat. A d6 is rolled at the start of each hour of the duration. On a result of 1-4 the character will regain that many hit points over the course of the hour. On a result of 5 or 6 the character must *Save vs. Poison* or will lose that many hit points over the course of that hour.



09# The Elixir of the Vigorous, Quickening Blood

Description: a clear, reddish-brown, aromatic liquid with a strange, metallic taste.

Effect: during the next 2d6 hours the character will regain 1 hit point per round, but only if she is in a life-or-death situation (e.g. in combat or chased by a monster).

10# The Elixir of Liquid Vigor

Description: a light blue liquid that tastes extremely salty.

Effect: one turn after the intake the character will grow incredible thirsty. The next 2d6+2 hours the character will regain 1 hit point for every gallon of water that she drinks. Beer will restore 2 hit points per quart while every other drink (i.e. milk, tea, wine, ale, etc.) will restore 1 hit point per quart. The character's ability to consume liquids of any kind will be magically increased (as the character processes what she drinks into hit points) but all other effects of what she consumes (nutrition, intoxication, etc) stay the same.

11# Elixir of the Frantic Mind

Description: a murky liquid with an overall color of plum that becomes violet at the bottom of the vial (unless shaken). It has an acrid smell to it and a matching taste.

Effect: the character will feel vivified, but her thoughts begin to race like a mad cat in a small room. For the next 1d6 hours the character will roll three dice for Initiative instead of one and keeps the highest result. Her Dexterity Bonus is improved by 1 as well, but the character's Wisdom will be reduced by one point for each hour of the duration (-1 point at the first, another at the second hour and so on).



12# The Elixir of Battle-Fervor

Description: an amber colored liquid with a strange, spicy taste and smell.

Effect: whenever the character is engaged in melee, she will experience a growing rush. At the start of the third combat round and one turn after the fight the character's skin will flush, and the damage of all her melee attacks is increased by two. After the fight the character must *Save vs. Death* or will lose a point of Constitution. The effects of the elixir last for 1d3 days.

13# Elixir of Drudgery

Description: a chocolate colored liquid with a spicy-sweet taste.

Effect: for the next 1d3 days the character's endurance and overall physical strength is increased. She thereby treats all encumbrance as one step lower and may re-roll all saving throws to avoid fatigue once. The character will also suffer from tunnel vision and all chances of becoming surprised are increased by 1.

14# Elixir of Centered Vitality

Description: a murky-red liquid that smells and tastes sweet but has a sour aftertaste.

Effect: the character's heart will begin to beat slower, but stronger. 1d3 turns after the intake she gains a +2 bonus to all *Save vs. Death/Poison*, but her maximum hit points are reduced by two. If this reduces them to zero the character must *Save vs. Death* (with the bonus already in effect): on a failure the character dies, otherwise she will drop into a coma for the elixir's duration (2d6+10 hours).

15# The Oil of Awareness

Description: a gold-colored, clear oil without any taste or smell.

Effect: when some of the elixir is rubbed into the gums the character's senses are heightened, but the mind has trouble to deal with the impressions. For 1d3 hours she may only be surprised on a 1 on a d6 and will succeed on a search test on everything but a 1 on a d6. In turn, the character's Intelligence is reduced by one point per hour during the duration of the elixir.

16# The Perfume of the Twin Goddess.

Description: a clear, rose-colored liquid with a dominant, sweet smell (and an unbelievable bitter taste).

Effect: if a Reaction Roll is made for an NPC that deals with a character that wears the perfume, *Indifferent* or better reactions are each improved by one step, but all other reactions are worsened by one step. The effect lasts for 1d8 hours. If too much of the perfume is used, a result of *Indifferent* is changed into *Unfriendly* instead, if too little of the perfume is used any reaction of *Indifferent* is not modified. Finding the proper amount to use takes an Intelligence test, if the test is failed the Referee determines at random if too much or too little perfume was used.

17# The Elixir of Silver Warding

Description: a metallic liquid that looks like a mix of silver and slate gray, with particles of the one drifting in the other. It has a bitter, metallic taste with a sour smack to it.

Effect: after the intake of three doses a day (a mouthful at dawn, noon and dusk) the character will receive a +3 bonus to all *Saves vs. Magic* for the coming day. Once the effect sets in, it may be prolonged by the intake of another dose per day. After 1d6 days of use the character needs to *Save vs Death*: if failed, the character's maximum hit points are permanently reduced by one.

18# Elixir of Alchemical Amplification

Description: a milky, ochre colored liquid that tastes of mustard, but with a bitter smack to it.

Effect: the elixir increases the duration of every other elixir the character drinks within a turn by 50%, but the character will also suffer a (-2) penalty to all *Save vs. Poison* for about a day.

19# Tonic of Mental Fortitude

Description: an opaque, champagne-colored liquid that has a very bitter taste with a hint of nuts.

Effect: The character's mind immediately numbs and her reactions slow. For a duration of 1d6 hours she automatically succeeds on all saving throws made to resist mind control or emotional influence, but during the same time the character automatically fails all rolls to avert surprise.

20# Elixir of the Feeble Will

Description: a clear and slightly viscous liquid with a light, sweet taste to it.

Effect: after 1d6 rounds the character will act like hypnotized for the next 1d6 turns and must *Save vs Magical Device* whenever she is given an order or a suggestion. Otherwise she will follow that order/suggestion as long as doing so is not immediately dangerous. The character's free will returns immediately after the duration has passed and she will remember her acts and the trance-like state she was in.

21# Elixir of the Predator's Scent

Description: an opaque, jade-colored liquid with a heady scent and bitter, acrid taste.

Effects: for the next 2d6 hours beasts and monsters with Hit Dice less than or equal to the character's level will be reluctant to attack her, and only do so if provoked. All Reaction Rolls from (demi-)humans that result in an *Indifferent* reaction are re-rolled once during the duration of the elixir.

22# Elixir of the Dragon's Breath

Description: a vibrant red liquid that is warm to the touch, smells of smoke but is tasteless.

Effect: for the next 1d6+1 turns the character will have a roaring blaze of fire coming out of her mouth whenever she speaks, screams or uses her voice in any other way but in a whisper so quiet that one needs to put one's ear to her mouth in order to understand it. In melee the Dragon Breath may be used to cause 1d6 points of damage to one opponent as a free action (unless the opponent *Saves vs. Breath Weapon*). The roar of the flame is too loud for the character to make herself understood.

23# Elixir of Morpheus's Whisper

Description: a deep blue, clear liquid that tastes of saffron and vanilla.

Effect: for the next 1d6 turns the breath of the character becomes a scentless, invisible narcotic gas. Every other character that does not keep at least a yard away from her needs to pass a *Save vs. Poison* after a turn or will pass out like drunk. If the saving throw is passed, the victim will feel slightly dizzy instead (-1 to all tasks).

24# The Elixir of the Quiet Truth

Description: a white, milk-like liquid with a bitter-sweet taste to it.

Effect: the character will become mute for the next 2d6 hours, but will know if somebody in her vicinity speaks the truth or lies by listening attentively to what is being said.

25# The Elixir of Dreams' Essence

Description: a blue-gray, murky liquid that tastes like bitter honey.

Effect: the next time the character goes to sleep a Save vs. Magic is rolled for her. On a success she will experience a dream vision, and the Referee will answer her one "yes" or "no" in-game question truthfully. On a failure the character will endure a horrid nightmare where she is hunted by a monster (Referee's choice, Hit Dice equal to at least her Level +2). This monster will suddenly appear out of nowhere to attack her during the next day.

26# The Elixir of Suppressed Hunger

Description: a clear, light yellow liquid that tastes of bile.

Effect: the character will feel no hunger nor will she need to eat for the next 1d3+2 days, but during this time period she will not wake up once fallen asleep (unless harassed physically) and until she slept for at least 8 hours. If woken up before that, the character will fall asleep again after about a turn. On the first day after the effect of the elixir ends, the character becomes hungry for meat and must eat 5 lbs. Of one kind or another over the course of the day, or will lose hit points at the end of it (one for every pound she missed).



27# Elixir of the Mutable Gender

Description: a sticky, murky green liquid that has a indefinable, fruity taste.

Effect: for 2d6+2 turns the character's gender is changed, with the process itself taking a turn during which she will feel great discomfort and be unable to act. This process reverses itself at the end of the duration, and the character will feel it coming one turn before it actually sets in. Her general appearance remains the same after the change (hair, eye-color, general build, etc), but it still takes a Wisdom test to identify the similarity on sight. Those who are not aware of such magic are likely to believe that they are dealing with a close sibling of the character. There is a cumulative 1% chance that a character will not change back after each use of the elixir. The current gender then becomes her "normal" gender.

28# The Elixir of Age and Youth

Description: an opaque, olive-colored liquid that tastes similar to a very dry white wine.

Effect: on first use the character ages 2d6 year over the course of a round. If another dose is taken within the next 1d3+1 days the character's age will be reduced by 5d6 years. If within another 1d3 days another dose is taken, the character will age 2d6 years again and so on. Other than that, the changes in age are permanent.

29# Satyr Essence

Description: a murky-white, sticky liquid with a sour and salty taste.

Effect: for the next 1d6 hours the character cannot be turned down as a lover unless a Save vs Devices is passed. The character herself is likewise not able to turn down a suitor without passing a saving throw as well.

30# Elixir of the Inner Light

Description: a clear, light orange liquid that glows a little in the dark and has a warm, sweet taste.

Effect: the character's eyes begin to shine with the brightness of candle light for 2d6 turns and her Charisma Bonus is increased by 1.

31# Elixir of the Inner Fire

Description: a raspberry colored, clear liquid that tastes like spiced red wine.

Effect: for 1d6 turns the character feels an inner warmth flowing through her. She becomes immune to mundane cold and more resilient against fire (-2 damage per die), but all of her hair smolders away within 1d3 turns and she exhales smoke (like that of a lit pipe) whenever she breathes. Papers and parchment that the character holds in her hands will start to blacken within 1d3 rounds and light up in flames one round later.

32# Elixir of Temporal Undeath

Description: a gray-green slime that tastes disgustingly foul.

Effects: for 1d3 days the character turns into a living corpse, but only reaches the state of decay of a body that has been dead for about a day. She automatically passes all *Save vs Death* and becomes immune to all mundane poisons, but automatically fails all Charisma based tests and cannot regain hit points. The character does not need to breath, drink or eat. She can only find sleep if she rests in an opened up grave or while being buried at least three feet deep. Everything that effects the undead will effect her in the same way.

33# Elixir of Deep Thought

Description: a clear liquid with a feint but undefinable taste.

Effect: for the next 3d6 hours the character may re-roll all Wisdom tests once and will be able to memorize one additional spell (if she is a Magic-User), but will automatically fail any tests to avert surprise.

34# Tears of the Penitent Angel

Description: a clear, golden liquid with sour, metallic taste.

Effect: the character will become surrounded by an intangible aura of of supreme righteousness while she is herself overcome with feelings of guilt. Any character with *Lawful* alignment needs to pass a *Save vs. Deities* to harm her in any way, while she in turn needs to pass *Save vs. Deities* to harm a character with a non-chaotic alignment.

35# Elixir of Idle Affluence

Description: a clear liquid with a vibrant red color and a complex, fruity taste with a slight bitter note to it.

Effect: within a turn the character's finger nails will grow into thick, four inch long rubies. Each of them is worth 1d6 x6 gold pieces but will impair the character's manual dexterity, her ability to grip and will keep her from making a proper fist. The gem nails will come off after 3d6 hours, removing them prior to this by force will cause painful, bleeding wounds: the character will lose one hit point and suffer from the same penalties as mentioned above till the hit point is healed.

36# Arcane Eye Drops

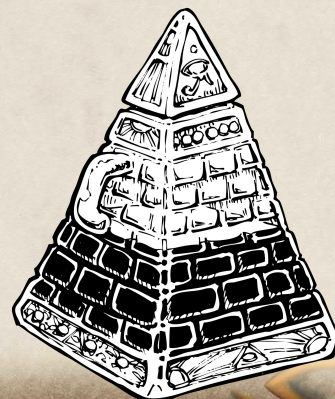
Description: a faintly purple but otherwise clear liquid that is scentless, but has an extraordinary bitter taste.

Effect: when a character applies a few drops to each of her eyes, she will be able to identify every magic item, magical creature and every being or item under the current influence of a spell as such on sight. The effect lasts for 2d6 turns, but every time a spell is used in the character's line of sight she is blinded by sudden flash of light only she can see, and needs to *Save vs. Paralyze* or will become stunned for the next round. If the eye drops are used more than once a day, the character must pass a *Save vs Poison* or will become blind for 2d6 turns instead.

37# Elixir of Melting Ages

Description: an opaque, inky liquid that tastes bitter and acrid.

Effect: the character's body seems to melt like wax, the skin tenses and a more youthful and nimble appearance is gained. She will grow 3d6 years younger but has to reduce her Strength, Constitution and maximum hit points by 1d3 points each, and loses the same number of lbs. from her body weight. All these changes are permanent.



38# Elixir of the Icy Heart

Description: a clear, light blue liquid that is cool to the touch and both taste- and scentless.

Effect: the character's body temperature cools down to just above the freezing point and her manners become icy, too. For the next 3d6 hours the character is immune to all forms of mundane cold and halves all damage from cold based attacks (round down), but will automatically fail every Charisma based test and has to re-roll all Reaction Rolls with a result of Indifferent.

39# Elixir of the Primordial Ichor

Description: a dirty-yellow, viscose oil that has a biting smell and bitter-sweet taste.

Effect: within a turn after consuming the elixir the character will slow down notably and start to feel like she is dead tired, but with no real need to sleep. No dice is rolled to determine her Initiative, she loses any Dexterity Bonus to AC and suffers a (-2) penalty to all dice rolls. When the character is wounded, her blood comes forth as a gooey red substance akin to jam. This "blood" will completely seal any wound within seconds and slowly turn into new flesh, bones and organs. For the duration of the elixir (2d6 turns) the damage from any attack that deals less than 6 hit points is halved and the character heals one hit point per turn.

40# Elixir of the Evaporated Form

Description: a milky-white liquid that turns into a dissipating white gas once the vial is opened.

Effect: a character that inhales the vapors turns into a fine, shapeless, beige-colored mist for 1 turn. In this form the character can pass through any barrier that is not airtight and cannot be harmed except by heavy winds or magical flames. The character in turn is unable to harm anybody, cannot manipulate objects and is unable to communicate.



41# Elixir of Undone Time

Description: an opaque, aquamarine liquid that leaves a tingling sensation on the tongue.

Effect: the elixir transports the character one turn backwards in time. She finds herself in the situation she was in 10 minutes ago, and the world around her is the world 10 minutes ago and only the character knows what has happened. The first time a character takes the elixir it has no ill-effects. Every further intake calls for a *Save vs. Magic*, and on a failure the character's existence is discontinued instead. She simply disappears from one moment to the next, together with everything she wears on her person. The other characters will remember that she existed till that point, but after 2d6 days all memories of her will become vague. 2d6 weeks later the world will have forgotten about her.

42# Elixir of Esoteric Cleansing

Description: a clear yellow liquid with a fruity but acrid taste.

Effect: the elixir will remove all magical effects that cloud/control emotions or the mind, and for a duration of 1d6 turns all failed saving throws to resist such may be re-rolled once. For the same duration, the character will feel nervous, shaky and won't be able to hold still for longer than a round.

43# The Alice Elixir

Description: a clear, sticky liquid with a sweet taste, just like sugar water mixed with a bit of lime.

Effect: a d6 is rolled for the character that drinks the Alice Elixir. On an odd result, the size of the character is doubled, and her hit points and damage stats are modified accordingly. On an even result, the size of the character is halved and her hit points and damage will be halved as well. The changes last for 2d6 turns, but when another dose is taken during the duration the effect of the first dose are simply negated.

44# The Elixir of the Minor Animal

Avatar

Description: a pale green, clear liquid with a bitter, herbal taste to it.

Effect: immediately after drinking the elixir the character will feel weak and her sight will blur. She will collapse to the floor within a round (unless she lays down herself) and fall into a coma-like trance. Within another two rounds a small animal will slip out of her mouth (see below), no matter if the size should allow that to happen or not. That animal holds her consciousness and the character is in full control of it, just as if the animal would be her. After 2d6 turns the animal disappears within the blink of an eye and in the same moment, the character wakes up. If the animal is killed, the character must *Save vs Death* or dies as well.

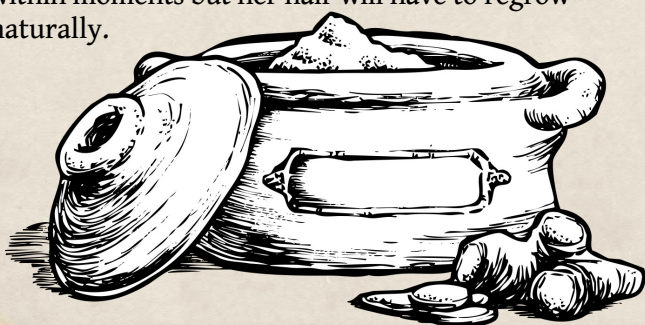
The animal is ... (d6):

- (1) ... a mouse
- (2) ... a small, non-poisonous snake
- (3) ... a small bird
- (4) ... a big toad
- (5) ... a very large, hairy spider
- (6) ... a small lizard

45# The Elixir of the Vanishing Face

Description: a coral red liquid with a taste like cinnamon.

Effect: 1d3 turns after the intake of the elixir the character will suddenly lose all of her hair and her facial features will melt away. Her mouth will be fused, her nose and ears will be gone, all of her face will be one smooth surface save for the eyes. For the next 2d6 turns the character will be mute and without any sense of smell, but will have no need to breath and any Magic-User that wants to target her with a spell must pass a *Save vs. Devices* first. Otherwise, the spell will have no effect. At the end of the duration, the facial feature of the character will regrow within moments but her hair will have to regrow naturally.



46# The Elixir of Negative Form

Description: a dark blue, opaque liquid with a sour taste that causes a burning sensation in the mouth.

Effect: the character and all possessions she wears on her person are transferred into a “negative form” within one round. Her appearance is changed into that of deep blue phantom whose outlines are surrounded by crackling blue-white lines and a smell of ozone surrounds her. For the next 2d6 minutes the characters is insubstantial. Everything that passes through her form (e.g. being hit with a weapon, trying to grasp an object, hitting something herself or walking through a barrier) cause the loss of one hit point to her and deals 1d6 damage to the object or character in question. This damage looks like an acid burn.

47# The Elixir of the Gorgon’s Gaze

Description: a light gray, clear liquid with a moldy and starchy taste.

Effect: for the next 2d6 turns everybody who looks the character into the eyes must *Save vs. Paralyze*. Those who fail must immediately *Save vs. Magic*. If this is failed as well, the victim and everything she wears on person petrifies instantly. On a success, the victim’s body will merely stiffen briefly, which leaves her helpless till the start of her next round. Petrified characters return to normal once the duration of the elixir ends.

48# The Elixir of the Obscure Vision

Description: an opaque, vibrant yellow liquid with a bitter taste that leaves the mouth numb for a while.

Effect: the character loses her eyesight for 1d6+1 turns, but during this time period she is able to “see” everything that is hidden in her vicinity. “Hidden” means that somebody or something deliberately obscured it (e.g. secret doors, traps, an assassin who lies in ambush, somebody or something that was turned invisible by a spell), and the character “sees” such things in a sudden vision that allows to describe what it is and where it is. This vision disappears after a round unless the character concentrates on it. Furthermore, the character is able to read an encrypted text by touching it.

49# The Elixir of the Form of Flame

Description: a clear, bright red liquid that feels warm to the touch and leaves a burning sensation in mouth and throat.

Effect: the character's body is immediately surrounded by elemental fire, and everything she wears on person will be damaged by the flames (see below). While the character may still be hurt by mundane means, weapons used against her will be damaged: most metal weapons will become useless at the end of the fight while wooden weapons light up in flames immediately after impact. Her own unarmed attacks do 1d10 points of damage and flammable object she touches burst into flame, smolder or crumble to ashes. The character will remain in this form for 1d6 turns and during this time she is vulnerable to water. A bucket of water thrown at the character will cause 1d6 points of damage, more water will do more damage (up to 5d6 points). Being immersed in a large body of water calls for a *Save vs Death*: on a failure, the character dies from shock (and leaves a charred corpse), on a success the character takes 5d6 points of damage. Less than a bucket full of water will not harm the character at all, but just vaporize.

50# The Elixir of the Heart of Pestilence

Description: a muddy green liquid with a putrid, sour taste to it.

Effect: the character immediately loses 1d6+1 hit points (half damage on a successful *Save vs. Poison*) and begins to feel sick, so she does not show any signs of it. For the next 1d6+1 hours the character will be *the Heart of Pestilence*, and every other character that stays within 50 feet of her for at least a turn must *Save vs. Poison* or will become infected with an illness. Once ill, a victim must roll a saving throw once every two turns. On a failure the character will begin to shiver and vomit (-1 to all tests) and will lose 1d6 hit points. If a victim passes three saving throws in a row while she is not within 50 feet of *the Heart of Pestilence*, the disease is overcome. There is no mundane cure to the disease caused by *the Heart of Pestilence*, but magic (such as *Cure Disease*) is able to cure it, and may also neutralize *the Heart*.



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