



## Witches' Brew

<b>Level:</b> 1	<b>Range:</b> Special	<b>Duration:</b> Special	<b>Casting time:</b> 1d7 days	<b>Save:</b> None
<p><b>General:</b> Through a process that is more occult art than esoteric science, the caster creates a potion by boiling, distilling and cooking unusual and rare ingredients. This spell is a more common variant of the <i>Make potion</i> spell (DCC rulebook pg. 223), and is popular among hedge wizards and dabbling arcanists alike.</p> <p>Casting this spell requires access to cooking facilities of at least mediocre quality: a cottage kitchen is certainly good enough, while a campsite's fire pit may require special provisions. Additionally, as a material component, the spell requires suitable special materials harvested beforehand. Each potion below has some suggestions for suitable casting materials, but ultimately these are left to Judge's discretion. After rolling, the caster may choose a lower result should they so desire (unless a 32+ is rolled, see below).</p> <p>The ritual brewing of the potion takes up to a week, represented by the casting time of 1d7 days. Casters may not increase the spell check result by spending additional days in a ritual casting, although spellburn and other means to increase the roll are allowed as usual.</p> <p><b>Effect duration:</b> Unless otherwise noted, potions brewed with this spell have an effective duration of 1d6 + CL. The only exception to this are brews with an instantaneous, one time effect (noted in descriptions below).</p>				
<p><b>Manifestation:</b> Roll d4: (1) the caster passes out during the brewing process and wakes up with a finished potion in hand, with no recollection of how it got there; (2) the casting ends with a loud explosion, scattering the contents of the kitchen all over the walls: miraculously, the potion itself is untouched; (3) tiny faeries aid the caster in their brewing efforts, although the magician seems to not be able to see or notice them; (4) the cooking area is filled with acrid smoke, which drives out everyone but the caster who seems immune.</p>				
<p><b>Corruption:</b> Roll d4: (1) from now on everything the caster eats tastes acidic and spoiled; (2) the caster's teeth are permanently stained an unusual colour after tasting their concoction; (3) kitchen tools start to fear the caster, visibly recoiling away in their presence; (4) from now on, mundane fires lit by the caster take on an unnatural green hue.</p>				

**Misfire:** Roll d4: (1) the potion turns to acid, ruining the kitchen and all tools used to brew it, and probably leaving a fuming crater where the stove used to stand; (2) the potion explodes, causing 1d6 damage on everyone in the vicinity; (3) the potion turns to a poisonous mist, knocking out everyone nearby for 2d24 hours; (4) the potion functions as intended, but also causes a minor corruption on consumption.

Spell check result	Effect
1	Lost, failure and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	<p><b>Results:</b> Potion of Advantage      <b>Special materials:</b> Various preserved or fresh body parts of occult significance, harvested from magical beasts or monsters.  Potion of Cat's Eyes</p> <p><b>Potion of Advantage:</b> Brewed to enhance performance, a potion of advantage allows the imbiber to roll skill and attribute checks (but not combat rolls, spell checks or saves) with +2d on the roll. Such a potion always affects only a single attribute (determined upon casting).</p> <p><b>Potion of Cat's Eyes:</b> A potion of cat's eyes grants the consumer an infravision of 60', or increases the consumers existing infravision by 60'. It is always brewed from the eyes of a creature with such sight, and imbibers often find the potion rather chewy.</p>
14-17	<p><b>Results:</b> Potion of Toughness      <b>Special materials:</b> Mystical and rare minerals and rocks; or the blood of a particularly furious creature.  Potion of Anger</p> <p><b>Potion of Toughness:</b> The potion of toughness hardens the imbiber's muscles, tendons and skin, increasing their AC by +2 and making them look distinctly rock-like.</p> <p><b>Potion of Anger:</b> Distilled from boiled blood spilled in fury, the potion of anger connects the imbiber with their primal frustrations and dark desires, improving their combat prowess momentarily. They gain a +2 bonus on melee to-hit and damage rolls.</p>
18-19	<p><b>Results:</b> Potion of Alertness      <b>Special materials:</b> Mystic materials with magical and symbolic significance associated with the desired effects: the ears of a dire rabbit, petrified weeds or the horns of a blue bull, for example  Potion of Fortitude  Potion of Stubbornness</p> <p><b>Potion of Alertness:</b> The potion of alertness heightens the imbiber's reflexes and instincts. They gain a +2d bonus on all Ref saves and perception rolls. Creatures under the effect of this potion often seem twitchy and nervous.</p> <p><b>Potion of Fortitude:</b> Improving natural resistances and strengthening bodily endurance, a potion of fortitude grants its consumer a +2d bonus on all Fort saves and checks to withstand exertion and weathering. Consuming the potion brings on a quiet, stoical mindset.</p> <p><b>Potion of Stubbornness:</b> Granting mental clarity and shielding the imbiber's thoughts, a potion of stubbornness grants the consumer a +2d bonus on all Will saves and checks against fear and mental manipulation. The consumer seems unnecessarily bullheaded for the duration of the effect.</p>

20-23	<p><b>Results:</b> Potion of Antidote Potion of Panacea</p>	<p><b>Special materials:</b> The poison glands, mandibles or fangs of particularly poisonous and magical creatures, or the flesh, pus or wrappings of infected creatures, respectively.</p> <p><b>Potion of Antidote:</b> The potion of antidote retards the effects of one mundane poison (determined at random in case of multiple poisonings) and removes the remaining dosage from the consumer's system. Previously suffered damage is not healed. The effect is instantaneous.</p> <p><b>Potion of Panacea:</b> The potion of panacea is a powerful remedy against mundane illness. It stops the advance of one mundane disease (in case of multiple diseases target is determined at random) and removes it from the imbiber's system. Previously suffered effects are not healed by the potion. The effect is instantaneous.</p>
24-27	<p><b>Results:</b> Potions of Protection</p>	<p><b>Special materials:</b> Components that are anathema to the creature type in question.</p> <p><b>Potions of Protection:</b> A potion of protection is keyed to protect the imbiber against a certain type of creature (decided upon casting and dependent of materials used). For example, a potion of protection from undead is brewed from blessed herbs, boiled with holy water and distilled through a suitable holy symbol and its imbiber is ignored by undead creatures, as long as the unholy monsters aren't disturbed and have another target to focus on. Additionally, creatures of the specified type have a -2 to hit the imbiber due to hesitation. Potions of protection are commonly brewed against bears and such, or other, magical predators, the undead, or vampires, for example</p>
28-29	<p><b>Results:</b> Healing Draught Potions of Restoration</p>	<p><b>Special materials:</b> Components known for their magical and regenerative nature (specific healing herbs, troll blood, etc.).</p> <p><b>Healing Draught:</b> A more common variant of the quintessential healing potion, a healing draught instantly restores one HD of hit points to its imbiber. The effect is instantaneous.</p> <p><b>Potions of Restoration:</b> A potion of restoration instantly restores 1d6 points of attribute damage from one specified attribute (determined when spell is cast). The effect is instantaneous.</p>
30-31	<p><b>Results:</b> Potion of Luck</p>	<p><b>Special materials:</b> Harvested body parts from faerie creatures, or other magically fortunate organisms.</p> <p><b>Potion of Luck:</b> A potion of luck is an odd distillate, focusing fortunes in a philter for consumption. The imbiber gains a d3 Luck die (as the thief ability, DCC rulebook pg. 36) for the duration of the potion's effect; thieves consuming the potion gain a +1d increase to their Luck die.</p>
32+	<p><b>Master brew:</b> Sometimes, the strange process of brewing a potion yields unusual results. If this result is rolled, the caster chooses three potions from the <i>Make potion</i> potion list (DCC rulebook pg. 224) and the Judge does the same: the resulting potion is randomly determined from these potent options (by rolling a d6), as the caster can only partially guide the results of the brewing process.</p> <p>Note that unlike other casting results above, the caster may not choose to replace this result with a lower effect: inspiration has taken over, and the results are beyond their control. Additionally, any material requirements for the potion are waived.</p>	