

MISSING MAGIC: POTIONS™

For the Pathfinder Roleplaying Game. 34 classic potions fully described and ready to use in your game. With appearance, smell, and taste as well as appropriate durations, DCs, and other statistics. Two new Feats allow creation of potions based on spells greater than 3rd level.



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*Improved Potion

**Greater Potion

‡Roll again to see what potion this resembles

POTION OF ALTER SELF

Aura transmutation; **CL** 3rd
Slot none; **Price** 800 gp; **Weight** –

DESCRIPTION

This mixture is amber in color. When the stopper is removed it releases a thin vapor that smells of fresh fruit and coffee. Prior to imbibing this potion, you must first add a piece of the type of humanoid you wish to assume the form of – a hair, a scale, or a drop of blood, for example. When imbibed, it tastes like dried nuts and caramel.

This potion allows the user to change his appearance to any sort of humanoid for up to 3 minutes. See the spell *alter self* in the *Pathfinder Roleplaying Game Core Rulebook* for the effects of this potion.

CONSTRUCTION

Requirements: Brew Potion, *alter self*; **Cost:** 400 gp

POTION OF ANTIMAGIC

Aura abjuration; **CL** 11th
Slot none; **Price** 15,000 gp; **Weight** –

DESCRIPTION

This thick, syrupy liquid is blue with flecks of iron filing settling to the bottom. It smells, and tastes, like honey mead.

This potion protects the drinker from magical effects for 110 minutes. See the spell *antimagic field* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *antimagic field*; **Cost:** 7,500 gp

POTION OF BEAR'S ENDURANCE

Aura transmutation; **CL** 3rd
Slot none; **Price** 800 gp; **Weight** –

DESCRIPTION

The draught looks like clotted milk with bits of fur suspended in it. When the stopper is removed it smells sour, and tastes like grass when imbibed.

This potion temporarily enhances the drinker's Constitution score by +4. Duration is 3 minutes. See the spell *bear's endurance* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *bear's endurance*; **Cost:** 400 gp

POTION OF BULL'S STRENGTH

Aura transmutation; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

The fizzing, thin fluid that is black with cerulean accretions on the bottom. It smells and tastes like blood.

This potion gives a +4 enhancement bonus to the drinker's Strength score. See the spell *bull's strength* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *bull's strength*; **Cost:** 900 gp

POTION OF CLAIRVOYANCE

Aura divination; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

The murky substance is purple in color and has beads resembling eyes floating in it. When uncorked it smells and tastes like rum and pepper.

This potion allows the drinker to hear and see at a distance for up to 5 minutes. See the spell *clairvoyance/clairaudience* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *clairvoyance/clairaudience*; **Cost:** 900 gp

POTION OF CONTROL PLANTS

Aura transmutation; **CL** 15th

Slot none; **Price** 40,000 gp; **Weight** --

DESCRIPTION

The green draught has swirling tendrils of indigo running through it. It smells and tastes like vegetable juice.

This potion allows the drinker to control plants for up to 15 minutes. Targets can make a DC 25 Will save to overcome the control. See the spell *control plants* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *control plants*; **Cost:** 20,000 gp

POTION OF CONTROL UNDEAD

Aura necromancy; **CL** 13th

Slot none; **Price** 40,000 gp; **Weight** --

DESCRIPTION

The thick, pulsing draught is the color of blood. When the stopper is removed it smells like excrement, but when imbibed it tastes like wax.

This potion allows the drinker to control undead creatures for up to 130 minutes. Targets can make a DC 23 Will save to overcome control. See the spell *control undead* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *control undead*; **Cost:** 20,000 gp

POTION OF CURE LIGHT WOUNDS

Aura conjuration; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This oily fluid is topaz in color. When the stopper is removed it smells like celery and spinach, but tastes like herbs when imbibed.

When consumed this potion restores 1d8+1 hit points of damage. If imbibed by an undead creature, it inflicts that same amount of damage. See the spell *cure light wounds* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *cure light wounds*; **Cost:** 50 gp

POTION OF CURE MODERATE WOUNDS

Aura conjuration; **CL** 3rd

Slot none; **Price** 600 gp; **Weight** --

DESCRIPTION

This tonic is dark, rich violet in color. When unstoppered it smells like sweet melon, but tastes like spinach when imbibed.

When consumed this potion restores 2d8+3 hit points of damage. If imbibed by an undead creature, it inflicts that same amount of damage. See the spell *cure moderate wounds* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *cure moderate wounds*; **Cost:** 300 gp

CURSED POTION

Aura special; **CL** 5th

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This potion appears, smells, and tastes like a different sort of potion, and if it is not successfully identified the drinker will believe it to be that other potion.

The effect on the drinker is that of Magical Poison, below. A DC 13 Fortitude save negates, and spell resistance applies. See the spell *poison* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *poison*; **Cost:** 750 gp

POTION OF DETECT THOUGHTS

Aura divination; **CL** 3rd

Slot none; **Price** 800 gp; **Weight** --

DESCRIPTION

This fizzing mixture is copper in color. It smells and tastes like peppermint.

This potion allows the drinker to read thoughts for up to 3 minutes. The target can make a DC 13 Will save to

negate. See the spell *detect thoughts* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *detect thoughts*; **Cost:** 400 gp

POTION OF DOMINATE ANIMAL

Aura enchantment; **CL** 5th

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This mixture is yellow with flashes of ivory. When uncorked it smells like ginger and coffee, but tastes like grapes when imbibed.

This potion allows the drinker to dominate a single non-magical creature for up to 5 rounds. A successful DC 15 Will save by the target negates. See the spell *dominate animal* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *dominate animal*; **Cost:** 750 gp

POTION OF DOMINATE DRAGONS

Aura enchantment; **CL** 17th

Slot none; **Price** 200,000 gp; **Weight** --

DESCRIPTION

This frothing, murky substance is white with amethyst fibers on the bottom. It smells and tastes like butter.

This potion allows the drinker to dominate one dragon of any type, age or size for up to 17 rounds. A DC 27 Will save by the target negates, and spell resistance applies. See the spell *dominate monster* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *dominate monster*; **Cost:** 100,000 gp

POTION OF DOMINATE GIANTS

Aura enchantment; **CL** 17th

Slot none; **Price** 200,000 gp; **Weight** --

DESCRIPTION

This glowing elixir is scarlet in color. It smells and tastes of apples and peach.

This potion allows the drinker to dominate one giant of any type for up to 17 rounds. A DC 27 Will save by the target negates, and spell resistance applies. See the spell *dominate monster* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *dominate monster*; **Cost:** 100,000 gp

POTION OF DOMINATE PERSON

Aura enchantment; **CL** 9th

Slot none; **Price** 7,500 gp; **Weight** --

DESCRIPTION

This moving, chunky tonic is gold with glowing pearls that dissolve on the tongue when imbibed. It smells and tastes like acorns.

This potion allows the drinker to dominate one humanoid for up to 9 days. A DC 19 Will save by the target negates, and spell resistance applies. See the spell *dominate person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *dominate person*; **Cost:** 3,750 gp

POTION OF ENLARGE PERSON

Aura transmutation; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This ivory elixir smells like bananas when uncorked, but tastes like cantaloupe and cucumber when imbibed.

This potion causes the drinker to grow. The effect lasts for up to 1 minute. See the spell *enlarge person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *enlarge person*; **Cost:** 50 gp

POTION OF ETHEREAL JAUNT

Aura transmutation; **CL** 13th

Slot none; **Price** 40,000 gp; **Weight** --

DESCRIPTION

This appears to be jade-colored smoke when in the vial. When the stopper is removed it smells like raspberries, but tastes like cream when inhaled.

This potion allows the imbiber to become ethereal for up to 13 rounds. See the spell *ethereal jaunt* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *ethereal jaunt*; **Cost:** 20,000 gp

POTION OF FLYING

Aura transmutation; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This vermilion potion smells like strawberries when uncorked, but tastes like dirt and has crunch bits in it that aren't evident until imbibed.

This potion allows the drinker to fly for up to 5 minutes. See the spell *fly* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *fly*; **Cost:** 900 gp

POTION OF GASEOUS FORM

Aura transmutation; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

The cerulean substance has azure bubbles rising to the top. When unstopped it foams, and smells and tastes like methane.

This potion allows the drinker to become an insubstantial mist for up to 10 minutes. See the spell *gaseous form* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *gaseous form*; **Cost:** 900 gp

GREASE

Aura conjuration; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This slimy elixir that is dark brown in color. It smells like lamp oil when the stopper is removed, but tastes like bacon and butter. It has no effect, for good or ill, if imbibed.

This oil can make one object or a 10 foot area slippery. It can be thrown, splashes, or carefully spread. It dissipates after 1 minute. See the spell *grease* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *grease*; **Cost:** 50 gp

POTION OF HASTE

Aura transmutation; **CL** 5th

Slot none; **Price** 1,600 gp; **Weight** --

DESCRIPTION

This glowing, watery elixir smells and tastes like grass when imbibed.

The potion gives the drinker extra speed for 5 rounds. See the spell *haste* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *haste*; **Cost:** 900 gp

POTION OF HEROISM

Aura enchantment; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This glowing potion is black in color and steams when uncorked. It smells subtly of oranges, but tastes like caramel and coffee when imbibed.

This potion gives the drinker a +1 morale bonus for 50 minutes. See the spell *heroism* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *heroism*; **Cost:** 900 gp

POTION OF GREATER HEROISM

Aura enchantment; **CL** 11th

Slot none; **Price** 15,000 gp; **Weight** --

DESCRIPTION

This concoction is amethyst in color and smokes when unstopped. It smells and tastes like caramel when imbibed.

This potion grants the drinker a +4 morale bonus for 11 minutes. See the spell *heroism, greater* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *heroism, greater*; **Cost:** 7,500 gp

POTION OF HYPNOTISM

Aura enchantment; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This glowing liquid that is yellow with swirling green patterns. It smells and tastes like bitter chemicals when imbibed.

This potion allows the drinker to hypnotize up to 2d4 hit dice worth of creatures. Duration is 2d4 rounds, and a DC 11 Will save negates. See the spell *hypnotism* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *hypnotism*; **Cost:** 50 gp

POTION OF INVISIBILITY

Aura illusion; **CL** 5th

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This slimy substance is pink with ochre chunks on the bottom. It smells like salt and garlic when uncorked, but tastes like grapes when imbibed.

This potion renders the drinker invisible for 5 minutes. See the spell *invisibility* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *invisibility*; **Cost:** 900 gp

POTION OF LEVITATION

Aura transmutation; **CL** 3rd

Slot none; **Price** 800 gp; **Weight** --

DESCRIPTION

This white elixir comes in a flask wrapped in fine gold wire. It smells and tastes like dust and feels like swallowing feathers when imbibed.

This potion allows the drinker to levitate for 3 minutes. See the spell *levitate* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *levitate*; **Cost:** 400 gp

POTION OF LOCATE OBJECT

Aura divination; **CL** 3rd

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This oily mixture is bright orange in color. It smells and tastes like salt when imbibed.

This potion allows the drinker to focus on items and find them. Duration is up to 3 minutes. See the spell *locate object* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *locate object*; **Cost:** 750 gp

POTION OF NEUTRALIZE POISON

Aura conjuration; **CL** 3rd

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

This moving liquid is purple with yellow bubbles. It smells and tastes like herbs when imbibed.

The potion removes toxins from the drinker's system. See the spell *neutralize poison* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *neutralize poison*; **Cost:** 750 gp

POISON, MAGICAL

Aura necromancy; **CL** 5th

Slot none; **Price** 1,500 gp; **Weight** --

DESCRIPTION

The viscous liquid is green with scarlet metallic flecks on the bottom. When the stopper is removed it smells like sweet chocolate, but tastes like freshly ground black pepper when imbibed.

The drinker suffered 1d6 points of Constitution damage per round for 6 rounds. A DC 13 Fortitude save negates, and spell resistance does apply. See the spell *poison* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *poison*; **Cost:** 750 gp

POTION OF REDUCE PERSON

Aura transmutation; **CL** 1st

Slot none; **Price** 100 gp; **Weight** --

DESCRIPTION

This glowing mixture is silver in color. It smells like raspberries, but tastes like mushrooms when imbibed.

This potion causes the drinker to shrink by one size category for 1 minute. See the spell *reduce person* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *reduce person*; **Cost:** 50 gp

POTION OF RESIST ENERGY

Aura abjuration; **CL** 3rd

Slot none; **Price** 800 gp; **Weight** --

DESCRIPTION

This viscous mixture is ochre in color with silver flecks. It smells like vomit when the stopper is removed, but tastes like thick, gritty mud when imbibed.

This potion offers the drinker resistance 10 against one energy type (drinker's choice) for 30 minutes. See the

spell *resist energy* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *resist energy*; **Cost:** 400 gp

POTION OF SPIDER CLIMB

Aura transmutation; **CL** 3rd

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This ebony elixir has cyan globules suspended in it. It smells like celery when the cork is removed, but tastes like spinach and fish when swallowed.

This potion allows the drinker to climb on walls and ceilings, with a +8 Climb bonus and a climbing speed of 20 for 30 minutes. See the spell *spider climb* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *spider climb*; **Cost:** 900 gp

POTION OF SUGGESTION

Aura enchantment; **CL** 3rd

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This ruby tonic smells like pears and sugar when unstoppered, but tastes like mud when imbibed.

This potion allows the drinker to influence the actions of one target. The effect lasts for 3 hours. A DC 13 Will save by the target negates. See the spell *suggestion* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *suggestion*; **Cost:** 900 gp

POTION OF WATER BREATHING

Aura transmutation; **CL** 3rd

Slot none; **Price** 1,800 gp; **Weight** --

DESCRIPTION

This slimy concoction is pale green and silver in color. It smells like beer and seawater when the stopper is removed, but tastes like butter when imbibed.

This potion allows the drinker to breathe underwater for up to 6 hours. See the spell *water breathing* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements: Brew Potion, *water breathing*; **Cost:** 900 gp

New Feats

A number of classic “old school” potions were derived from higher-level spells. These new feats allow you to recreate those potions, as well as invent new potions based on spells higher than 3rd level.

BREW POTION, IMPROVED

You can create potions from spells higher than 3rd level

Prerequisite: Brew Potion, Caster Level 7th

Benefit: You can create a potion of any 6th level or lower spell that you know that targets one or more creatures.

BREW POTION, GREATER

You can create potions from spells higher than 6th level

Prerequisite: Brew Potion, Improved; CL 13th

Benefit: You can create a potion of any 9th level or lower spell that you know that targets one or more creatures.

Advanced Potions

Major	Spell Level	Caster Level
01-25	4 th	7 th
26-45	5 th	9 th
46-60	6 th	11 th
76--85	7 th	13 th
86-95	8 th	15 th
96-100	9 th	17 th

Potion costs

Spell Level	Cleric, Druid, Wizard	Sorcerer, Bard, Paladin, Ranger
4 th	1,500 gp	2,000 gp
5 th	2,250 gp	3,750 gp
6 th	4,500 gp	7,500 gp
7 th	10,000 gp	20,000 gp
8 th	20,000 gp	50,000 gp
9 th	50,000 gp	100,000 gp

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
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*If you don't own any of the above fine Asparagus Jumpsuit products, the gamemaster can choose a pre-generated item of the type rolls from the selection in the Pathfinder Roleplaying Game Core Rulebook.

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