

Eldritch Micro Mechanics: Potion Sizes

Eldritch Micro Mechanics are small mechanical additions for the Pathfinder Role-playing Game.

Potions sizing allows for potions to be made larger for multiple uses. This increases their weight and market cost. These larger potions are harder to make and more expensive to buy, however, refilling a potion that is not totally drained is cheaper than making or buying additional individual potions. So a person who uses the potions wisely can save money in the long run. There are multiple benefits of multiple use potions. One such benefit is the ability to down more doses of potion in a turn, an Elixir (5 doses) of *cure light wounds* for example could be retrieved as a move action and drunk as a Standard action (emulating a lesser move action) like normal. However, on a round in which you are already wielding the potion, you can use a standard and move to drink twice or a full round to drink 3 doses. Another benefit is refilling your potions. Any crafter with the prerequisites can refill a bottle with at least 1 dose remaining for the less than making a new potion would cost, meaning an elixir can be refilled to full for less than crafting multiple individual potions would cost.

(See table for more information)

Doses	Weight	Market cost Multiplier	Refill cost	Craft time increase
Phial: the standard potion, this is what you will be familiar with in the standard rules.				
1	-	x1	none	none
Philter: This 2 dose potion is the most common “large” potion.				
2	0.1 lbs	x2.25	44.00%	+1 day
Flask: More popular than philters, flasks are frequently used as “cure chugs”.				
3	0.3 lbs	x3.5	42.00%	+2 days
Draught: a favorite among dungeon delvers and travelers far from home.				
4	0.7 lbs	x4.75	40.00%	+4 days
Elixir: prized possessions of those lucky enough to find or afford one, these afford both great savings and immense amounts of uses.				
5	1 lb	x6	38.00%	+7 days

To create a larger potion, you must first be able to craft potions as normal. If you are able to do this you then must have a Caster level equal to the spell level times the number of doses you want to create in a single potion (to a max of 5 doses in an elixir).

Reading a potion size block

- **Name:** this will be the mechanical name of a potion size and will be followed by a brief description of the type.
- **Doses:** the number of uses that a single potion holds.
- **Weight:** the new weight of any given size of potion (if you are so inclined treat Phials as 0.05 lbs otherwise they are negligible)
- **Market Cost multiplier:** this is how much a potion of this size costs compared to a normal potion when purchasing on the market for example if a level 1 phial cost 50 GP then a Philter (x2.25) of the same spell would cost 113GP. Round up one gold if you end up with a silver value.
- **Refill Cost:** this is the cost to replace a dose, normally crafting a potion is 50% the cost of the potion, but as you make larger potions this percentage drops. You may only refill a potion that has at least 1 dose remaining.
- **Craft time increase:** Crafting larger potions increases the amount of time they take to make by the indicated amount. If the potion cost less than 500 GP total, half the increment of time that the potion is increased by.

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