

D6	Potion	Appearance	Effect	Drawback
1	Troll's Blood	Murky liquid, chunks of olive green flesh.	Troll regeneration. Regain 1 HP per round for the next 8 Turns. Lost body parts regrow, survive everything but fire or acid.	Cancerous mutations. Save vs Poison or mutate. If mutated, Save vs Poison again or die from shock.
2	Mind's Call	Airy and silvery liquid, almost on the verge of gaseous, metallic taste	Lightning mind. Thoughts speed up for 1 Turn, allowing time to grasp the situation. Impossible to surprise, always wins initiative, +4 to hit and AC.	Distractions. The quick mind is easy to influence, Will saves are automatically failed while under the influence of this potion.
3	Purifier	Steaming, clear liquid. Bottle of leather-bound ceramics, hot to the touch.	Purifying heat. The magical cleansing removes all diseases and curses and purges poison from the system.	Scalded throat. Suffer D4 damage; unable to speak for D3 days (no spellcasting).
4	Clawing Spirits	Swirling mist, a constant very faint scratching noise comes from inside the glass.	Cloud of claws. When shattered (or opened) a cloud of malevolent, mindless beings are released. 2D6 slashing damage to everything within 10'. Dissipates in 1 round.	Vengeful. If the entity which opened or threw the bottle suffers damage from the potion, this is doubled.
5	False Rot	Thick sludge, smells of rotting flesh. Tastes like fermented cheese.	Semblance of undeath. Emit a strange odor for D6 Turns; all Undead believe you are one of them (of their exact, specific kind).	Undeath. If the drinker is slain while under the effect of this potion, s/he will turn into an undead of appropriate HD.
6	Spider Blood	Yellowish ichor, sweet and not unpleasant taste.	Chitinous growth. Skin hardens into a cracked chitin, painfully (D3 damage). AC +4 for 2D6 Turns. Stacks with armor only if it is worn when potion is drunk.	Shedding. After duration, chitin shreds and reveals a red and sore skin underneath. -4 penalty to all rolls for a day.