**POTIONS**

“See Though Walls”

For the next 15 minutes, you can (and must) see through clothing but not walls. You can ask players out of character about any hidden items they have, but it is very distracting to see everyone naked.

“Invisibility”

For the next 15 minutes you are invisible, but you are also blind. You should indicate to others that you cannot be seen, but should also close your eyes where practical or at least act blind.

“Shape-shifting”

You and your belongings are changed into a large goose. You must waddle and flap for the next 15 minutes.

“Silver Tongue”

For the next 10 minutes, everyone believes whatever you say. Instruct the players to believe this for the duration. The catch is that as soon as the words leave your mouth, you believe it, too.

“Fire Breath”

You immediately belch forth an enormous cloud of dark smoke. Get a GM to resolve this.

“Mind Reading”

For the next 5 minutes, you have a compulsion to seek out someone and speak your thoughts aloud. If anyone begins a conversation with you, you must unburden yourself to them - and if no one is on hand, you must find someone immediately.

“Invulnerability”

For the next 15 minutes, you cannot be harmed by physical force. You also have no sense of touch, and should role-play not being about to feel anything.