

What Happens When They Mix?

Now that you've drunk two potions that require a check to see if they are compatible, or have accidentally (or purposefully) mixed potions in a vial, let's discuss exactly what happens to you.

When you drink potions that require compatibility checks, the DM secretly rolls on the table below, and afflicts you with the resultant entry from Table 1-1 below. Some are good, some are horrible. Mixing potions is kind of like a *rod of wonder* in that way.

Three useful numbers for the result table are the following:

- **SUM** = the sum of the caster levels of the potions involved. For example, if a *potion of fly* (5th level caster) and a *potion of owl's wisdom* (3rd level caster) are involved, the sum is 8.
- **MULTIPLE** = the result when multiplying the caster levels of the potions involved. In the example above, the multiple is 15.
- **HIGHEST** = the highest caster level of the two potions involved. For example, if a *potion of fly* (5th level caster) and a *potion of owl's wisdom* (3rd level caster) are involved, highest is 5.

Table 1-1: Potion Miscibility Results

d% Result

01	EXPLOSION!! If two or more potions are swallowed together (or a second is swallowed while the first's magic is still active), the drinker takes damage equal to $1d6 \times \text{MULTIPLE}$. For example, if a <i>potion of fly</i> (5th level caster) and a <i>potion of owl's wisdom</i> (3rd level caster) are involved, the drinker takes $15d6$ points of damage. There is no saving throw allowed to reduce or negate this damage. If mixed externally, then the explosion detonates in a sphere of 10 ft. radius. All within take the damage, but a successful Reflex save DC (10 + SUM) halves the damage.
02-03	Lethal poison results. The drinker must make a Fortitude save DC (10 + SUM) or die. If the save is made, the drinker takes $2d6$ points of Constitution damage. If mixed externally, then a cloud of poison gas spreads in a 10 ft. radius when the container is opened. All within must make a successful Fortitude save or die, and still take $1d6$ Constitution damage if they make the Fortitude save. Creatures immune to poison are immune to this result.
04-07	Mild poison results. The drinker suffers nausea and 2 points of Strength and Dexterity damage. A successful Fortitude save DC (10 + SUM) negates the ability damage but not the nausea, which lasts for a number of minutes equal to SUM. If mixed externally, then a cloud of poison gas spreads in a 10 ft. radius. All within must make a successful Fortitude save or become nauseated and takes 2 points of Strength and Dexterity damage. Creatures immune to poison are immune to this result.
08-11	Cursed mixture results. Neither potion works. Instead, they mix into a potion that acts as a <i>bestow curse</i> spell (-6 to any attribute chosen at random) that has a duration equal to that of the highest level potion involved in the mix. The duration cannot be instantaneous, so if one of the potions has a duration of instantaneous use the duration of the other one.
12-16	Hostile monster summoned. The vile mixture causes the drinker to vomit it up in a cloud. The cloud turns into a monster chosen at random from the <i>summon monster</i> table equivalent to HIGHEST. For example, if HIGHEST is 7, then a random monster from the <i>summon monster VII</i> table appears. This monster attacks the drinker and her allies in preference to any other targets. If mixed externally, the liquid turns into a gas and the monster appears out of the gas cloud. The monster's duration of stay is equivalent to HIGHEST.
17-26	Potions are immiscible. Both potions are totally destroyed, and their effects end immediately.
27-36	Potions are immiscible. The second potion drunk fails to function, but the first remains functional. If mixed externally, both potions are destroyed.
37-42	Potions are immiscible. One potion chosen at random has the opposite effect, while the second does not function. If there is no obvious opposite effect, then the drinker is affected by a <i>confusion</i> spell as if cast by a SUM level caster.

- 43-47 **Potions are immiscible.** The first potion drunk ceases functioning immediately, but the second works normally. If mixed externally, the potions are destroyed.
- 48-52 **Potions are immiscible.** Both potions function, but at half strength and half the normal duration (if the duration is longer than instantaneous). Half-strength potions have all aspects of their function halved. For example, a halved *potion of fly* would grant fly speed of 30 ft. A halved *potion of invisibility* would make the drinker transparent rather than invisible. A halved *potion of bull's strength* would grant a +2 enhancement bonus to Strength. If mixed externally by active shaking or stirring, then the liquid is affected by the magic of both potions (ignore incompatible or impossible effects); anyone drinking the mix is not affected by either potion.
- 53-62 **Potions are miscible.** They work normally, unless their effects would cancel each other out.
- 63-72 **Potions are immiscible.** One potion chosen at random has the opposite effect, which is treated as empowered by the Empower Spell feat. The other potion has its normal function. Both last for half the normal duration.
- 73-82 **Potions are immiscible.** The drinker turns bright blue, and then bright green, and then bright pink. This change occurs every 30 seconds and lasts for the HIGHEST duration. Neither potion works.
- 83-87 **Friendly monster summoned.** This is the same result as "Hostile Monster Summoned" above, except that the monster acts as if summoned by the drinker, and attacks the drinker's enemies. If mixed externally, the liquid turns into a gas and the monster appears out of the gas cloud. The monster's duration of stay is equivalent to HIGHEST.
- 88-92 **Potions are miscible but not as expected.** Neither potion works, but both turn into another potion. Roll randomly on Table 7-17: Potions and Oils in the *DUNGEON MASTER'S Guide*. Two oils turn into an oil (discard potion results), and any other combination turns into a potion (discard oil results). The duration cannot be instantaneous, so if one of the potions has a duration of instantaneous use the duration of the other one. The new potion has a duration equivalent to that of the highest caster level potion (or oil) involved in the mixing.
- 93-97 **Compatible result.** The first potion has its effects and duration extended 150% of normal. A *potion of invisibility* so affected would last longer but not make the drinker more invisible. A *potion of bull's strength* would grant a +6 enhancement to Strength and last half again as long as normal. The second potion fails to work.
- 98-99 **Compatible result.** The second potion has its effects and duration extended 150% of normal (as above). The first potion fails to work.
- 100 **DISCOVERY!!** The mixing of the potions creates a special effect—one of the potions chosen at random fails to work, but the other has its effects made permanent on the drinker. If mixed externally, then the permanent effect is not discovered until the mix is consumed. The potion's effect becomes a spell with a duration of permanent, as if affected by the spell *permanency*.

In Summary...

There you have it—all about mixing magical potions in **Dungeons & Dragons**. It's a bit more complex than mixing drinks in a bar, that's for sure. It's difficult to "slip someone a mickey" using a potion, but I should point out in closing that whoever designed the *philter of love* knew how it would be used, and created it with a water base. Thus, it can safely be added into any other mundane beverage (all of which have water as a base) and slipped to someone. Sure, the *philter* is diluted, but if the victim drinks the whole beverage then he drinks the whole potion. If the beverage is shared, well... that could be fun too.

<wink>