

## New Talent: Alchemy

A pony with this talent is a powerful alchemist who can use magical ingredients to make wondrous potions. To make a potion, the pony must spend an hour mixing and preparing ingredients then roll a D6 twice. The first roll corresponds to a column, the second roll to a row. After rolling, read the entry in the row and column on the table below that corresponds to the rolled results to find out what potion the pony made.

An alchemist may only have one potion made at a time, if a new one is made, the magic will seep out of the original potion.

Potions may be used by anypony, and unless stated otherwise last for the remainder of a scene. This is usually a few minutes, though ultimately it is up to you as the GM if you want it to last longer. If a potion description says that you gain a talent, that talent has a die value equal to the alchemy talent of the alchemist that made the potion.

		1	2	3	4	5	6
		Queensfoil herb	Roc feather	Bright rainbow's glow	Petals of Heart's Desire	Precious gems	Breezie dust
1	Graywing flower	Cure-all	Stone Skin	Super Sight	Morph potion	X-ray vision	Super Hearing
2	Dragon scales	Ice Breath	Super Strength	Bottled Message	Smoke bomb	Fire Breath	Hurricane breath
3	Spider silk	Super Duper Glue	Potion of Dowsing	Spider climbing	Past visions	Phase potion	Invisibility
4	Birthday cake	Loudness potion	Hunger potion	Party Potion	Mind reading	Truth Potion	Sleep
5	Tuft of cloud	Neverend Bottle	Levitation	Love Potion	Super speed	Seapony potion	Levitation
6	Poison Joke	Voice Change	Grow	Gloop	Talk to Plants	Permanent Dye	Shrink

## Advanced Potion Rules

For groups that prefer their potions a little less random you can, instead of rolling on the table below, use ingredients to make potions. For this method you will want to keep a track of what magical ingredients your PCs find (and make sure they get ingredients as loot, or have them available to buy in towns). When an alchemist makes a potion they must pick two ingredients and mix them together.

If both ingredients are in the table above the potion is a success, look at where the ingredients meet on the table to discover what potion you made!

If one of the ingredients are on the table below the potion is a success, look at the ingredient's row or column on the table and roll a D6 to discover what potion was made.

If neither of the ingredients is listed below the potion looks a bit funny, but has no magical effect.

## Potion Effects

**Bottled message:** The drinker gains the message: scroll talent, and must place the message in the bottle for it to send (Bestiary, page 102).

**Cure-all:** Cures illnesses. Roll your alchemy talent, the drinker gains that much stamina up to their maximum.

**Fire breath:** The drinker gains the fire breath talent (Bestiary, page 101).

**Gloop:** This potion turns any metal into gloop upon contact.

**Grow:** The drinker becomes the size of an elephant.

**Hunger potion:** The drinker gains the consume talent (Bestiary, page 99).

**Hurricane breath:** The drinker gains the cloud wrangling talent (Corebook, page 66).

**Ice breath:** The drinker can freeze water with a breath!

**Invisibility:** The drinker gains the invisibility talent, they cannot make other's invisible (Bestiary, page 102).

**Levitation:** The drinker gains the fly talent (Corebook, page 67).

**Loudness potion:** The drinker can shout extremely loud.

**Love potion:** The drinker falls in love with the first creature they see.

**Mind reading:** The drinker reads the minds of anypony nearby, whether they want to or not!

**Morph Potion:** This potion requires the hair, scale, or similar of a creature. The drinker gains the morph talent, but can only morph into the creature used to make the potion (Bestiary, page 103).

**Neverend bottle:** This small bottle somehow has a swimming pool's worth of water in it!

**Party potion:** When thrown at the floor, balloons, confetti, and a full cake spring out, perfect for a party!

**Past visions:** The drinker sees an ominous vision from the past (or where they left their house keys).

**Permanent dye:** This dye permanently changes the color of anything it touches to the color of the gems that were used to make it.

**Phase potion:** The drinker gains the insubstantial talent (Bestiary, page 101).

**Potion of dowsing:** Choose a material or object when this potion is made. The drinker gains the locate talent for that material (Bestiary, page 101).

**Seapony potion:** The drinker turns into a seapony, (The Official Movie Sourcebook, page 38.)

**Shrink:** The drinker becomes the size of a mouse and gains the teeny tiny talent (Bestiary, page 106).

**Sleep:** The drinker falls asleep.

**Smoke bomb:** When this potion is thrown at the floor it creates a smoke cloud; useful for escapes!

**Spider climbing:** The drinker gains the spider climb talent (Bestiary, page 105).

**Stone skin:** The drinker gains the thick hide talent (Bestiary, page 106).

**Super Duper glue:** This potion sticks two things together forever (don't get it on your hooves).

**Super hearing:** The drinker can hear the quietest sounds, and super high or low pitch sounds.

**Super sight:** The drinker can see long distances and tiny details.

**Super smell:** The drinker can identify smells easily and track them across great distances.

**Super speed:** The drinker can run at amazing speeds

**Super strength:** The drinker may roll your alchemy talent die for tests involving strength.

**Talk to plants:** The drinker can talk to plants, and get them to move.

**Truth potion:** The drinker can only speak the truth.

**Voice change:** The drinker sounds like a completely different pony.

**X-ray vision:** The drinker can see through walls.

