

## POTION OF WEIGHT

by James Meek

Imbibing this potion causes the effects of a lifetime of gluttony within the space of one heartbeat. The victim becomes grossly fat; his clothes and armour are rent asunder, his speed is quartered; his charisma and dexterity are both reduced by 2, and he becomes a general encumbrance to the party. His lot is made all the more miserable when he discovers that he presents a huge and vulnerable missile target, that flimsy bridges will not bear his weight and that doorways exercise a peculiar reluctance to part with him. The victim's hapless state lasts for 12 hours — the duration of the potion's effect.

## POTION OF X-RAY VISION

by Jim Willoughby

This potion enables the drinker to see through doors, walls, etc to a maximum radius of 60'. He cannot, however, see through metal. The effect lasts one week. The potion is a purple liquid with a sparkle effect given off when held against light.

## POTION OF BLINDNESS

by Jim Willoughby

This potion will turn the drinker blind for one week unless he makes his saving throw as against poison. The potion is identical in appearance as the potion of X-ray vision.

## POTION OF NOISE

by James Meek

Anyone attempting to speak after sampling this potion will find not words issuing from his mouth but a deafening, booming call akin to that of a frustrated moose. Coughing, whispering, singing, sneezing, crying out in pain — all emerge as if issued by a foghorn. Note that nervous monsters will not be inclined to hang around to find out what is making the noise. It is recommended that the referee roll every few turns or so to see if the victim sneezes, hic-cups, yawns or belches etc. — a 15% chance seems reasonable.

*Example:* A party of elven thieves, one of whom has drunk the potion, tiptoe past a host of slumbering Wargs towards a golden throne. The referee sees it is time to check the unfortunate elf; he rolls a 7%. The elf begins to sneeze; panic stricken his friends swathe his face in cloaks and mufflers and sit on his head. To no avail; he sneezes and 357 hungry Wargs jump out of their skins and onto the hapless elves.

## POTIONS OF GREED AND SELF-RESTRAINT

by James Meek

Drinking these potions affects the drinker's mind in such a way that all metals he sees for the first time after drinking appear as one type. In the case of the potion of *greed*, all metals will appear to be platinum; with the potion of *self-restraint*, all metals will appear to be copper.

## ATHENA'S TONIC

by James Meek

Drinking this oily fluid will bestow the following powers upon the drinker; a *haste* spell; restoration or addition of 2–16 hit points and +1 to dexterity and constitution. These effects last for six hours after which the drinker must rest for 12 hours. Any delay in resting will have the following effects: the 7th hour after drinking — the loss of all bestowed abilities plus *slow*; during the 8th — loss of 2–16 hit points; during the 9th — a loss of -1 on constitution and dexterity; 10th hour — total collapse (if constitution 10+ then sleep for a week, otherwise death).

Furthermore, if the tonic is thoroughly rubbed on any *sleeping, paralysed, petrified, turned to ice*, or otherwise suspended creature, it will restore that creature to normal in 1–6 turns.

## POTION OF STEALTH

by Deidre Evans

The imbiber of this potion will move silently for one hour.

Continuing with our specialist topics in *Treasure Chest*, next issue we will feature **Artifacts & Relics**.



Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.



- A. Archive Miniatures**  
 1. Star Mage (790)  
 2. Doomguard (791)  
 3. The Wrack (2101)

- B. Asgard Miniatures**  
 1. Half Elf (ADA14)  
 2. Half Goblin (ADA 46)  
 3. Adventuress (ADA51)  
 4. Space Marine (SM1)  
 5. Space Marine (SM2)

- C. Citadel Miniatures**  
 1. Star Patrolman (S1)  
 2. Star Lane Pirate Girl (S18)

3. Adventurer with Machine Pistol (S8)  
 4. Cyborg Assassin (S45)  
 5. Fanatic Disciple (S30)  
 6. Adventuress with Laser Pistol (S11)  
 7. Interplanetary Scout (S21)  
 8. Bounty Hunter (S5)  
 9. Ranger (FA8)

- D. Q.T. Models**  
 1. Gnat F1 (SF1)  
 2. Manta F3 (SF3)  
 3. Delta Command Ship (SF11)  
 4. Dragonfly F2 (SF2)