

### RARE POTION

10 minutes to apply. Covers medium or smaller creature with equipment. Creature gains effect of *etherealness* spell (PHB 238) for 1 hour.



OIL of ETHEREALNESS

DMG 183

### VERY RARE POTION

1 minute to apply. Coats 1 weapon or 5 ammo, making it *magical* and adding +3 bonus to attack and damage rolls for 1 hour.



OIL of SHARPNESS

DMG 184

### UNCOMMON POTION

10 mins to apply. Gives medium or smaller creature *freedom of movement* (PHB 244) for 8 hours. **Alternately**, as an action pour on 10"x10" square for *grease* spell (PHB 246) duration 8 hours.



OIL of SLIPPERINESS

DMG 184

### UNCOMMON POTION

Drinker is *charmed* (PHB 221) by the next creature they see within 10 minutes. Charm lasts 1 hour. If applicable, drinker will regard the object as their true love for the duration.



PHILTER of LOVE

DMG 184

### UNCOMMON POTION

For 1 hour the drinker can cast *animal friendship* (DC 13, PHB 212) at will. The beast's INTELLIGENCE can be no higher than 3.



ANIMAL FRIENDSHIP

DMG 187

### RARE POTION

Drinker gains the effect of the *clairvoyance* spell (PHB 222). Duration 10 minutes.



CLAIRVOYANCE

DMG 187

### UNCOMMON POTION

For 1 hour, gain *climb* speed equal to walk speed and advantage on STRENGTH checks to climb. (Info on climbing: PHB 182.)

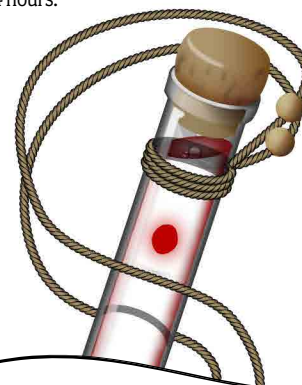


POTION of CLIMBING

DMG 187

### UNCOMMON POTION

Drinker gains the "reduce" effect of the *enlarge/reduce* spell (PHB 237) spell. Effect lasts 1d4 hours.

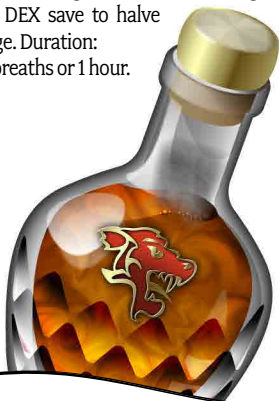


POTION of DIMINUTION

DMG 187

### UNCOMMON POTION

As a bonus action, drinker can breathe 4d6 fire damage at a target within 30 feet. Target makes DC 13 DEX save to halve damage. Duration: 3 fire breaths or 1 hour.



**FIRE BREATH**

DMG 187

### VERY RARE POTION

For 1 hour, drinker can hover and gains flying speed equal to their walking speed. If effect ends while the drinker is in the air, they fall.



**POTION of FLYING**

DMG 187

### UNCOMMON POTION

Drinker gains STRENGTH score of **21** for 1 hour.  
(+5 Modifier)



**HILL GIANT Strength**

DMG 187

### RARE POTION

Drinker gains STRENGTH score of **23** for 1 hour.  
(+6 Modifier)



**FROST GIANT Strength**

DMG 187

### RARE POTION

Drinker gains STRENGTH score of **23** for 1 hour.  
(+6 Modifier)



**STONE GIANT Strength**

DMG 187

### RARE POTION

Drinker gains STRENGTH score of **25** for 1 hour.  
(Modifier +7)



**FIRE GIANT Strength**

DMG 187

### VERY RARE POTION

Drinker gains STRENGTH score of **27** for 1 hour.  
(+8 Modifier)



**CLOUD GIANT Strength**

DMG 187

### LEGENDARY POTION

Drinker gains STRENGTH score of **29** for 1 hour.  
(+9 Modifier)



**STORM GIANT Strength**

DMG 187

### RARE POTION

Drinker gains the effect of the *gaseous form* spell (PHB 244) for 1 hour.



**GASEOUS FORM**

DMG 187

### UNCOMMON POTION

Drinker gains the “enlarge” effect of spell *enlarge/reduce* (PHB 237) spell for 1d4 hours.



**POTION of GROWTH**

DMG 187

### RARE POTION

Drinker gains 10 *temporary hit points* (PHB 198) that last one hour, and receives benefits of the *bless* spell (PHB 219) for the same duration.



**POTION of HEROISM**

DMG 188

### VERY RARE POTION

Drinker becomes *invisible* (PHB 291) until they make an attack, cast a spell, or 1 hour passes.



**POTION of INVISIBILITY**

DMG 188

### RARE POTION

Drinker may cast the *detect thoughts* spell (PHB 231). Target makes *WISDOM* save (DC 13).



**MIND READING**

DMG 188

### UNCOMMON POTION

Drinker takes 3d6 poison damage and must make DC13 *CON* save or become *poisoned*.<sup>\*</sup> If *poisoned*, on each turn following take 3d6 damage. At end of turn roll another *CON* save. Each successful save reduces damage by 1d6. Condition ends when damage is 0.

<sup>\*</sup>Poisoned condition gives disadvantage on attacks and ability checks.

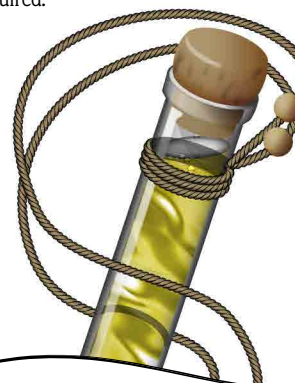


**POTION of POISON**

DMG 188

### VERY RARE POTION

Drinker gains the benefits of the *haste* spell (PHB 250) for 1 minute. No concentration required.



**POTION of SPEED**

DMG 188

### UNCOMMON POTION

Drinker can breathe under water for 1 hour.



**WATER BREATHING**

DMG 188



UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *lightning* attacks.

A glass bottle containing a blue liquid with a red wax seal and a yellow ribbon. The bottle is decorated with silver spikes at the base.

LIGHTNING RESISTANCE

DMG 188

UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *cold* attacks.

A glass bottle containing a light blue liquid with a red wax seal and a blue ribbon. The bottle is decorated with silver spikes at the base.

COLD RESISTANCE

DMG 188

UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *fire* attacks.

A glass bottle containing an orange liquid with a red wax seal and a red ribbon. The bottle is decorated with silver spikes at the base.

FIRE RESISTANCE

DMG 188

UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *necrotic* attacks.

A glass bottle containing a dark green liquid with a red wax seal and a green ribbon. The bottle is decorated with silver spikes at the base.

NECROTIC RESISTANCE

DMG 188

UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *acid* attacks.

A glass bottle containing a bright green liquid with a red wax seal and a yellow ribbon. The bottle is decorated with silver spikes at the base.

ACID RESISTANCE

DMG 188


UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *force* attacks.

A glass bottle containing a blue liquid with a red wax seal and a blue ribbon. The bottle is decorated with silver spikes at the base.

FORCE RESISTANCE

DMG 188


UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *psychic* attacks.

A glass bottle containing a dark purple liquid with a red wax seal and a purple ribbon. The bottle is decorated with silver spikes at the base.

PSYCHIC RESISTANCE

DMG 188

UNCOMMON POTION  
Drinker gains *resistance* for 1 hour, taking half damage from *radiant* attacks.

A glass bottle containing a pale yellow liquid with a red wax seal and a yellow ribbon. The bottle is decorated with silver spikes at the base.

RADIANT RESISTANCE

DMG 188

UNCOMMON POTION  
 Drinker gains *resistance* for 1 hour, taking half damage from *poison* attacks.



POISON RESISTANCE

DMG 188

UNCOMMON POTION  
 Drinker's physical age is reduced by 1d6+6 years to a minimum age of 13 years. Subsequent uses of this potion may age the drinker (see DMG).



POTION of LONGEVITY

DMG 188

POTION  
 What effect will this potion have on the drinker?



UNKNOWN POTION

COMMON POTION  
 RESTORES 2d4+2 HP



HEALING

DMG 187

UNCOMMON POTION  
 Drinker gains *resistance* for 1 hour, taking half damage from *thunder* attacks.



THUNDER RESISTANCE

DMG 188

RARE POTION  
 Drinker gains resistance to all damage for 1 minute.



INVULNERABILITY

DMG 188

RARE POTION  
 Drinker is cured of *exhaustion*, *poison* and *disease*. For the next 24 hours, all *hit dice* spent will restore maximum *hit points*.



POTION of VITALITY

DMG 188

UNCOMMON POTION  
 RESTORES 4d4+4 HP



GREATER HEALING

DMG 187