

Potion Shop Options

Poisons											
Name	Rarity	Type	Wt.	Text	BUY	-10%	-5%	Value (Gold)	+5%	+10%	+20%
Basic Poison (vial)	none	poison (eaten)	½ lb.	You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.	75	90	95	100	105	110	120
Assassin's Blood	none	poison (eaten)	½ lb.	A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.	112.5	135	142.5	150	157.5	165	180
Truth Serum	none	poison (eaten)	½ lb.	A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.	112.5	135	142.5	150	157.5	165	180
Carrion Crawler Mucus	none	poison (contact)	½ lb.	This poison must be harvested from a dead or incapacitated carrion crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	150	180	190	200	210	220	240
Drow Poison	none	poison (injury)	½ lb.	This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.	150	180	190	200	210	220	240
Serpent Venom	none	poison (injury)	½ lb.	This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.	150	180	190	200	210	220	240
Malice	none	poison (inhaled)	½ lb.	A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.	187.5	225	237.5	250	262.5	275	300
Pale Tincture	none	poison (eaten)	½ lb.	A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.	187.5	225	237.5	250	262.5	275	300

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Essence of Ether	none	poison (inhaled)	½ lb.	A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.	225	270	285	300	315	330	360
Oil of Taggit	none	poison (contact)	½ lb.	A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.	300	360	380	400	420	440	480
Burnt Othur Fumes	none	poison (inhaled)	½ lb.	A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.	375	450	475	500	525	550	600
Torpor	none	poison (eaten)	½ lb.	A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.	450	540	570	600	630	660	720
Wyvern Poison	none	poison (injury)	½ lb.	This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.	900	1080	1140	1200	1260	1320	1440
Midnight Tears	none	poison (eaten)	½ lb.	A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.	1125	1350	1425	1500	1575	1650	1800
Purple Worm Poison	none	poison (injury)	½ lb.	This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.	1500	1800	1900	2000	2100	2200	2400

Drugs

Name	Rarity	Type	Wt.	Text	BUY	-10%	-5%	Value (Gold)	+5%	+10%	+20%
Soothsalts	none	potion, drug	½ lb.	Soothsalts are derived from a naturally occurring crystalline substance discovered throughout the wilds of the Miskath Strand. The crimson crystals have been mined from cavernous veins like those in the mouth of the Miskath Pit and found within smaller geode formations near sites ravaged by the Calamity. Soothsalts are consumed orally in lozenge-sized doses, and frequent users can be identified by the telltale crimson stain around their mouths. A creature subjected to a dose of soothsalts gains advantage on all Intelligence checks for 1d4 hours. For each dose of soothsalts consumed, the creature must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion—an effect which is cumulative with multiple doses.	112.5	135	142.5	150	157.5	165	180
Blight Ichor	none	potion, drug	½ lb.	This bitter chartreuse concoction is distilled from a fungus native to the Blightshore badlands. The sickly green liqueur harbors potent psychedelic properties. Provided it is neither a construct nor undead, a creature subjected to a dose of blight ichor gains advantage on Intelligence and Wisdom checks, as well as vulnerability to psychic damage, for 1 hour. For each dose of blight ichor consumed, the creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1d6 hours and suffer the effects of a confusion spell for 1 minute. An undead creature subjected to a dose of blight ichor gains advantage on all Dexterity checks and is immune to the frightened condition for 1 hour.	150	180	190	200	210	220	240
Black Sap	none	potion, drug	½ lb.	This tarry substance harvested from the dark boughs of the death's head willow is a powerful intoxicant. It can be smoked as a concentrate or injected directly into the bloodstream. A creature subjected to a dose of black sap cannot be charmed or frightened for 1d6 hours. For each dose of black sap consumed, a creature must succeed on a DC 15 Constitution saving throw or become poisoned for 2d4 hours—an effect that is cumulative with multiple doses.	225	270	285	300	315	330	360

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Herbs												
Name	Rarity	Type	Wt.	Text	BUY	-10%	-5%	Value (Gold)	+5%	+10%	+20%	
Theki Root	none	potion	½ lb.	This thick marsh root tastes bitter but is thought to aid digestive health. When you use an action to consume a dose, you gain advantage on saving throws against the effects of poisonous or toxic substances for 8 hours.	2.25	2.7	2.85	3	3.15	3.3	3.6	
Willowshade Oil	none	potion	½ lb.	A dark blue oil can be extracted from the rare fruit of the willowshade plant. A creature can use its action to apply the oil to another creature that has been petrified for less than 1 minute, causing the petrified condition on that creature to end at the start of what would be that creature's next turn.	22.5	27	28.5	30	31.5	33	36	
Olisuba Leaf	none	potion	½ lb.	These dried leaves of the Olisuba tree, when steeped to make a tea, can help a body recover from strenuous activity. If you drink a dose of Olisuba tea during a long rest, your exhaustion level is reduced by 2 instead of 1 at the end of that long rest.	37.5	45	47.5	50	52.5	55	60	
Muroosa Balm	none	potion	½ lb.	This paste made from the muroosa bush is known to help prevent sunburn, but it is also a fire retardant. After spending 1 minute applying a quarter pint of muroosa balm to your skin, you gain resistance against fire damage for 1 hour. A dose of muroosa balm sufficient for treating sunburn costs 1 gp.	75	90	95	100	105	110	120	

Potions												
Name	Rarity	Type	Wt.	Text	BUY	-10%	-5%	Value (Gold)	+5%	+10%	+20%	
Potion of Climbing	common	potion	½ lb.	When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.	135	162	171	180	189	198	216	
Potion of Comprehension	common	potion	½ lb.	When you drink this potion, you gain the effect of a comprehend languages spell for 1 hour. This liquid is a clear concoction with bits of salt and soot swirling in it.	60	72	76	80	84	88	96	
Potion of Healing	common	potion	½ lb.	You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.	37.5	45	47.5	50	52.5	55	60	
Potion of Watchful Rest	common	potion	½ lb.	When you drink this potion, you gain the following benefits for the next 8 hours: magic can't put you to sleep, and you can remain awake during a long rest and still gain its benefits. This sweet, amber-colored brew has no effect on creatures that don't require sleep, such as elves.	135	162	171	180	189	198	216	
Oil of Slipperiness	uncommon	potion	½ lb.	This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.	187.5	225	237.5	250	262.5	275	300	
Bottled Breath	uncommon	potion	½ lb.	This bottle contains a breath of elemental air. When you inhale it, you either exhale it or hold it. If you exhale the breath, you gain the effect of the gust of wind spell. If you hold the breath, you don't need to breathe for 1 hour, though you can end this benefit early (for example, to speak). Ending it early doesn't give you the benefit of exhaling the breath.	225	270	285	300	315	330	360	
Philter of Love	uncommon	potion	½ lb.	The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.	67.5	81	85.5	90	94.5	99	108	
Potion of Acid Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to acid damage for 1 hour.	225	270	285	300	315	330	360	

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Potion of Animal Friendship	uncommon	potion	½ lb.	When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.	150	180	190	200	210	220	240
Potion of Cold Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to cold damage for 1 hour.	225	270	285	300	315	330	360
Potion of Fire Breath	uncommon	potion	½ lb.	After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.	135	162	171	180	189	198	216
Potion of Fire Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to fire damage for 1 hour.	225	270	285	300	315	330	360
Potion of Force Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to force damage for 1 hour.	225	270	285	300	315	330	360
Potion of Greater Healing	uncommon	potion	½ lb.	You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.	112.5	135	142.5	150	157.5	165	180
Potion of Growth	uncommon	potion	½ lb.	When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.	202.5	243	256.5	270	283.5	297	324
Potion of Hill Giant Strength	uncommon	potion	½ lb.	When you drink this potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a hill giant.	225	270	285	300	315	330	360
Potion of Lightning Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to lightning damage for 1 hour.	225	270	285	300	315	330	360
Potion of Necrotic Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to necrotic damage for 1 hour.	225	270	285	300	315	330	360
Potion of Poison	uncommon	potion	½ lb.	This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.	112.5	135	142.5	150	157.5	165	180
Potion of Poison Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to poison damage for 1 hour.	225	270	285	300	315	330	360
Potion of Psychic Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to psychic damage for 1 hour.	225	270	285	300	315	330	360
Potion of Radiant Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to radiant damage for 1 hour.	225	270	285	300	315	330	360
Potion of Thunder Resistance	uncommon	potion	½ lb.	When you drink this potion, you gain resistance to thunder damage for 1 hour.	225	270	285	300	315	330	360
Potion of Water Breathing	uncommon	potion	½ lb.	You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.	135	162	171	180	189	198	216
Oil of Etherealness	rare	potion	½ lb.	Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the etherealness spell for 1 hour.	1440	1728	1824	1920	2016	2112	2304

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Potion of Aqueous Form	rare	potion	½ lb.	When you drink this potion, you transform into a pool of water. You return to your true form after 10 minutes or if you are incapacitated or die. You're under the following effects while in this form: Liquid Movement. You have a swimming speed of 30 feet. You can move over or through other liquids. You can enter and occupy the space of another creature. You can rise up to your normal height, and you can pass through even Tiny openings. You extinguish nonmagical flames in any space you enter. Watery Resilience. You have resistance to nonmagical damage. You also have advantage on Strength, Dexterity, and Constitution saving throws. Limitations. You can't talk, attack, cast spells, or activate magic items. Any objects you were carrying or wearing meld into your new form and are inaccessible, though you continue to be affected by anything you're wearing, such as armor.	375	450	475	500	525	550	600
Potion of Clairvoyance	rare	potion	½ lb.	When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.	720	864	912	960	1008	1056	1152
Potion of Diminution	rare	potion	½ lb.	When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.	300	360	380	400	420	440	480
Potion of Fire Giant Strength	rare	potion	½ lb.	When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a fire giant.	900	1080	1140	1200	1260	1320	1440
Potion of Frost Giant Strength	rare	potion	½ lb.	When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a frost giant.	487.5	585	617.5	650	682.5	715	780
Potion of Gaseous Form	rare	potion	½ lb.	When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.	300	360	380	400	420	440	480
Potion of Heroism	rare	potion	½ lb.	For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.	375	450	475	500	525	550	600
Potion of Invulnerability	rare	potion	½ lb.	For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron.	2880	3456	3648	3840	4032	4224	4608
Potion of Maximum Power	rare	potion	½ lb.	The first time you cast a damage-dealing spell of 4th level or lower within 1 minute after drinking the potion, instead of rolling dice to determine the damage dealt, you can instead use the highest number possible for each die. This glowing purple liquid smells of sugar and plum, but it has a muddy taste.	675	810	855	900	945	990	1080
Potion of Mind Control (beast)	rare	potion	½ lb.	When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate beast spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time.	1200	1440	1520	1600	1680	1760	1920
Potion of Mind Control (humanoid)	rare	potion	½ lb.	When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate person spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time.	1875	2250	2375	2500	2625	2750	3000
Potion of Mind Reading	rare	potion	½ lb.	When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.	750	900	950	1000	1050	1100	1200
Potion of Stone Giant Strength	rare	potion	½ lb.	When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a stone giant.	487.5	585	617.5	650	682.5	715	780

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Potion of Superior Healing	rare	potion	½ lb.	You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated.	337.5	405	427.5	450	472.5	495	540
Elixir of Health	rare	potion	½ lb.	When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.	90	108	114	120	126	132	144
Oil of Sharpness	very rare	potion	½ lb.	This clear, gelatinous oil sparkles with tiny, ultra-thin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.	1650	1980	2090	2200	2310	2420	2640
Potion of Cloud Giant Strength	very rare	potion	½ lb.	When you drink this potion, your Strength score changes to 27 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a cloud giant.	1350	1620	1710	1800	1890	1980	2160
Potion of Flying	very rare	potion	½ lb.	When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.	600	720	760	800	840	880	960
Potion of Invisibility	very rare	potion	½ lb.	This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.	225	270	285	300	315	330	360
Potion of Longevity	very rare	potion	½ lb.	When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a potion of longevity, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.	6750	8100	8550	9000	9450	9900	10800
Potion of Mind Control (monster)	very rare	potion	½ lb.	When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate monster spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time.	4500	5400	5700	6000	6300	6600	7200
Potion of Possibility	very rare	potion	½ lb.	When you drink this clear potion, you gain two Fragments of Possibility, each of which looks like a Tiny, grayish bead of energy that follows you around, staying within 1 foot of you at all times. Each fragment lasts for 8 hours or until used. When you make an attack roll, an ability check, or a saving throw, you can expend your fragment to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against you, you can expend your fragment to roll a d20 and choose which of the d20s to use, the one you rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, you roll your d20 after advantage or disadvantage has been applied to the original roll. While you have one or more Fragments of Possibility from this potion, you can't gain another Fragment of Possibility from any source.	6000	7200	7600	8000	8400	8800	9600
Potion of Haste	very rare	potion	½ lb.	When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirl on its own.	300	360	380	400	420	440	480
Potion of Supreme Healing	very rare	potion	½ lb.	You regain 10d4 + 20 hit points when you drink this potion. The potion's red liquid glimmers when agitated.	1012.5	1215	1282.5	1350	1417.5	1485	1620
Potion of Vitality	very rare	potion	½ lb.	When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.	720	864	912	960	1008	1056	1152

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Potion of Giant Size	legendary	potion	½ lb.	When you drink this potion, you become Huge for 24 hours if you are Medium or smaller, otherwise the potion does nothing. For that duration, your Strength becomes 25, if it isn't already higher, and your hit point maximum is doubled (your current hit points are doubled when you drink the potion). In addition, the reach of your melee attacks increases by 5 feet. Everything you are carrying and wearing also increases in size for the duration. When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice; for example, an enlarged longsword would deal 3d8 slashing damage (instead of 1d8), or 3d10 slashing damage (instead of 1d10) when used with two hands. When the effect ends, any hit points you have above your hit point maximum become temporary hit points. This potion is a pale white liquid made from the tongue of a giant clam, with a pungent aroma akin to that of rotting algae. It tastes sweet, however, when consumed.	8250	9900	10450	11000	11550	12100	13200
Potion of Storm Giant Strength	legendary	potion	½ lb.	When you drink this potion, your Strength score changes to 29 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a storm giant.	6000	7200	7600	8000	8400	8800	9600