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| Name | Rarity | Description | Effects | Relevant Spell | Crafting | Reference |
| Elixir of Health | Rare  501-5,000 gp  Lv5 or higher | Red liquid with tiny bubbles of light. | When drunk, it cures any disease; removed blinded, deafened, paralyzed, and poisoned conditions. | — | 20 days  500 gp  Lv6 or higher | dmg 168 |
| Oil of Etherealness | Rare  501-5,000 gp  Lv5 or higher | Cloudy gray oil. Beads form on the outside of its vial and quickly evaporate. | The vial has enough oil to cover a medium or smaller creature; 10 minutes to apply. Creature gains the effect of the *etherealness* spell for 1 hour. | *Etherealness* – Can’t be perceived or affected by creatures that aren’t on the Ethereal Plane. Pass through objects on the original plane. Each foot of movement costs an extra foot. | 20 days  500 gp  Lv6 or higher | dmg 183  phb 238 |
| Oil of Sharpness | Very Rare  5,001-50,000 gp  Lv11 or higher | Clear, gelatinous oil that sparkles with tiny, ultrathin silver shards. | The vial has enough oil to coat one slashing or piercing weapon or up to 5 pieces of ammunition; 1 minute to apply. The coated item has a +3 bonus to attack and damage rolls for 1 hour. | — | 200 days  5,000 gp  Lv11 or higher | dmg 184 |
| Oil of Slipperiness | Uncommon  101-500 gp  Lv1 or higher | Thick and heavy sticky, black unguent but flows quickly when poured. | The vial has enough oil to cover a medium or smaller creature; 10 minutes to apply. Creature gains the effect of a *freedom of movement* spell for 8 hours. The oil can be poured on the ground covering a 10-foot square, creating the *grease* spell effect for 8 hours. | *Freedom of Movement* – Movement is unaffected by difficult terrain, spells and magical effects. Can spend 5 feet of movement to escape from nonmagical restraints.  *Grease* – creatures in its area must succeed on a Dexterity saving throw or fall prone. | 4 days  100 gp  Lv3 or higher | dmg 184  phb 244  phb 246 |
| Philter of Love | Uncommon  101-500 gp  Lv1 or higher | Rose-hued, effervescent liquid with an easy-to-miss bubble shaped like a heart. | The creature that drinks this potion will become charmed by the next creature it sees within 10 minutes for a duration of 1 hour. | — | 4 days  100 gp  Lv3 or higher | dmg 184 |
| Potion of Animal Friendship | Uncommon  101-500 gp  Lv1 or higher | Muddy liquid, when agitated bits can be seen that look like a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair. | When drunk, a creature can perform the *animal friendship* spell (save DC 13) for 1 hour at will. | *Animal Friendship* – convince a beast that you mean it no harm. The beast must succeed on a Wisdom saving throw or be charmed. Effect fails if the beast’s intelligence is 4 or higher. | 4 days  100 gp  Lv3 or higher | dmg 187  phb 212 |
| Potion of Clairvoyance | Rare  501-5,000 gp  Lv5 or higher | An eyeball bobs in this yellowish liquid but vanishes when the potion is opened. | When drunk, a creature gains the effect of the *clairvoyance* spell. | *Clairvoyance* – create an invisible sensor within 1 mile in a familiar location or an unfamiliar location that’s obvious. The sensor remains in place and allows seeing or hearing. An action can be used to switch between seeing and hearing. | 20 days  500 gp  Lv6 or higher | dmg 187  phb 222 |
| Potion of Climbing | Common  50-100 gp  Lv1 or higher | Separated into brown, silver and gray layers. The layers won’t mix when shaken. | When drunk, a creature gains a climbing speed equivalent to its walking speed for 1 hour and gains advantage on Strength (Athletics) checks made to climb. | — | 2 days  50 gp  Lv3 or higher | dmg 187 |
| Potion of Diminution | Rare  501-5,000 gp  Lv5 or higher | The red in the potions liquid continuously contracts to a tiny bead and then expands to fill the container. Shaking the bottle does not interrupt this process. | When drunk, a creature gains the “reduce” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). | *Reduce* – Size is halved in all dimensions and weight is reduced to one-eighth of normal. Decrease one size category. Creature has a disadvantage on Strength checks and saving throws and weapons deal 1d4 less damage. | 20 days  500 gp  Lv6 or higher | Dmg 187  phb 237 |
| Potion of Fire Breath | Uncommon  101-500 gp  Lv1 or higher | Orange, flickering liquid that emits smoke. | When drunk, a creature can use its bonus action to exhale fire at a target within 30 feet. The target must take 4d6 fire damage or succeed on a DC 13 Dexterity saving throw to halve the damage. The effect ends after exhaling fire 3 times, or after 1 hour. | — | 4 days  100 gp  Lv3 or higher | dmg 187 |
| Potion of Flying | Very Rare  5,001-50,000 gp  Lv11 or higher | Clear liquid that floats to the top of its container, full of cloudy, white impurities. | When drunk, a creature gains a flying speed equal to its walking speed for 1 hour. | — | 200 days  5,000 gp  Lv11 or higher | dmg 187 |
| Potion of Gaseous Form | Rare  501-5,000 gp  Lv5 or higher | Fog-like but pours like water. | When drunk, a creature gains the effect of the *gaseous form* spell for 1 hour (no concentration required). | *Gaseous Form* – Transform into a misty cloud with a flying speed of 10 feet and resistance to nonmagical damage and advantage on Strength, Dexterity, and Constitution saving throws. Can occupy another creature’s space and pass through small spaces. Can’t cast spells, attack, talk or manipulate objects. | 20 days  500 gp  Lv6 or higher | dmg 187  phb 244 |
| Potion of Hill Giant Strength | Uncommon  101-500 gp  Lv1 or higher | Transparent liquid with the fingernail of a hill giant. | When drunk, a creature’s Strength score is increased to 21 for 1 hour. | — | 4 days  100 gp  Lv3 or higher | dmg 187 |
| Potion of Frost Giant Strength | Rare  501-5,000 gp  Lv5 or higher | Transparent liquid with the fingernail of a frost giant. | When drunk, a creature’s Strength score is increased to 23 for 1 hour. | — | 20 days  500 gp  Lv6 or higher | dmg 187 |

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| Potion of Stone Giant Strength | Rare  501-5,000 gp  Lv5 or higher | Transparent liquid with the fingernail of a stone giant. | When drunk, a creature’s Strength score is increased to 23 for 1 hour. | — | 20 days  500 gp  Lv6 or higher | dmg 187 |
| Potion of Fire Giant Strength | Rare  501-5,000 gp  Lv5 or higher | Transparent liquid with the fingernail of a fire giant. | When drunk, a creature’s Strength score is increased to 25 for 1 hour. | — | 20 days  500 gp  Lv6 or higher | dmg 187 |
| Potion of Cloud Giant Strength | Very Rare  5,001-50,000 gp  Lv11 or higher | Transparent liquid with the fingernail of a cloud giant. | When drunk, a creature’s Strength score is increased to 27 for 1 hour. | — | 200 days  5,000 gp  Lv11 or higher | dmg 187 |
| Potion of Storm Giant Strength | Legendary  50,001+ gp  Lv17 or higher | Transparent liquid with the fingernail of a storm giant. | When drunk, a creature’s Strength score is increased to 29 for 1 hour. | — | 2000 days  50,000 gp  Lv17 or higher | dmg 187 |
| Potion of Growth | Uncommon  101-500 gp  Lv1 or higher | The red in the liquid continuously expands from a tiny bead to color the clear liquid around it then contracts. Shaking the bottle won’t interrupt this process. | When drunk, a creature gains the “enlarge” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). | *Enlarge* – Size doubles in all dimensions and weight is multiplied by eight. Increase one size category. Creature has advantage on Strength checks and saving throws and weapons deal an extra 1d4 damage. | 4 days  100 gp  Lv3 or higher | dmg 187  phb 237 |
| Potion of Healing | Common  50-100 gp  Lv1 or higher | Red liquid that glimmers when agitated. | When drunk, a creature regains 2d4 + 2 HP. | — | 2 days  50 gp  Lv3 or higher | dmg 187 |
| Potion of Greater Healing | Uncommon  101-500 gp  Lv1 or higher | Red liquid that glimmers when agitated. | When drunk, a creature regains 4d4 + 4 HP. | — | 4 days  100 gp  Lv3 or higher | dmg 187 |
| Potion of Superior Healing | Rare  501-5,000 gp  Lv5 or higher | Red liquid that glimmers when agitated. | When drunk, a creature regains 8d4 + 8 HP. | — | 20 days  500 gp  Lv6 or higher | dmg 187 |
| Potion of Supreme Healing | Very Rare  5,001-50,000 gp  Lv11 or higher | Red liquid that glimmers when agitated. | When drunk, a creature regains 10d4 + 20 HP. | — | 200 days  5,000 gp  Lv11 or higher | dmg 187 |
| Potion of Heroism | Rare  501-5,000 gp  Lv5 or higher | Blue, steaming and bubbling potion. | When drunk, a creature gains 10 temporary HP that last for 1 hour as well as the effects of the *bless* spell (no concentration required) for the same duration. | *Bless* – Bless three creatures within range. For the duration of the effect, when a blessed creature makes an attack roll or saving throw they can add a d4 to the number rolled. | 20 days  500 gp  Lv6 or higher | dmg 188  phb 219 |
| Potion of Invisibility | Very Rare  5,001-50,000 gp  Lv11 or higher | The container looks empty but feels like it holds liquid. | When drunk, a creature becomes invisible for 1 hour along with anything it’s carrying or wearing. The effect ends early if the creature makes an attack or casts a spell. | — | 200 days  5,000 gp  Lv11 or higher | dmg 188 |
| Potion of Invulnerability | Rare  501-5,000 gp  Lv5 or higher | Syrupy metallic liquid. | When drunk, a creature gains resistance to all damage for 1 minute. | — | 20 days  500 gp  Lv6 or higher | dmg 188 |
| Potion of Longevity | Very Rare  5,001-50,000 gp  Lv11 or higher | Amber liquid with a scorpion’s tail, an adder’s fang, a dead spider and a tiny beating heart floating in it. These ingredients vanish when the potion is opened. | When drunk, a creature’s physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each subsequent time a creature drinks this potion, there is 10% cumulative chance that it will instead age 1d6 +6 years. | — | 200 days  5,000 gp  Lv11 or higher | dmg 188 |
| Potion of Mind Reading | Rare  501-5,000 gp  Lv5 or higher | Dense, purple liquid with a floating pink cloud. | When drunk, a creature gains the effect of the *detect thoughts* spell (save DC 13). | *Detect Thoughts* – Read the thoughts of any creature you can see within 30 feet. The creature must speak a language and have an Intelligence of 4 or higher to be affected. Initially, only surface thoughts are learned, but on subsequent turns the spell can probe deeper into the creature’s mind or be shifted to another creature. To prevent deeper probes, the target must make a Wisdom saving throw. The spell can also be used to detect the presence of thinking creatures you can’t see within 30 feet. | 20 days  500 gp  Lv6 or higher | dmg 188  phb 231 |

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| Potion of Poison | Uncommon  101-500 gp  Lv1 or higher | Looks, smells and tastes like a potion of healing: Red liquid that glimmers when agitated. | An *identify* spell will reveal its true nature. When drunk, a creature takes 3d6 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned. If poisoned, the creature takes 3d6 poison damage at the start of each of its turns until the effect is ended. The creature can repeat the saving throw at the end of each of its turns. On a successful save, the damage on each subsequent turn is decreased by 1d6 until it hits 0. | *Identify* – Learn the properties of one object. The object must be touched. | 4 days  100 gp  Lv3 or higher | dmg 188  phb 252 |
| Potion of Resistance | Uncommon  101-500 gp  Lv1 or higher | — | A potion that when drunk, grants a creature resistance to one type of damage for 1 hour. The DM chooses the damage type. | — | 4 days  100 gp  Lv3 or higher | dmg 188 |
| Potion of Speed | Very Rare  5,001-50,000 gp  Lv11 or higher | Yellow fluid, streaked with black. It swirls on its own. | When drunk, a creature gains the effect of the *haste* spell for 1 minute (no concentration required). | *Haste* – Speed is doubled. Additionally a +2 bonus to AC, advantage on Dexterity saving throws, and an additional action per turn is gained. The extra action can only be used to Attack, Dash, Disengage, Hide, or Use an Object. When the effects end, they can’t move or take actions until after their next turn. | 200 days  5,000 gp  Lv11 or higher | dmg 188 |
| Potion of Vitality | Very Rare  5,001-50,000 gp  Lv11 or higher | Crimson liquid that pulses like a heartbeat with dull light. | Crimson liquid that pulses like a heartbeat with dull light. When drunk, a creature’s exhaustion is removed and any diseases or poison effects are cured. For the next 24 hours, the creature regains the maximum number of HP for any Hit Die spent. | — | 200 days  5,000 gp  Lv11 or higher | dmg 188 |
| Potion of Water Breathing | Uncommon  101-500 gp  Lv1 or higher | Cloudy green fluid that smells like the sea and has a jellyfish-like bubble. | When drunk, a creature can breathe underwater for 1 hour. | — | 4 days  100 gp  Lv3 or higher | dmg 188 |