

Potioneering:

Defined, Refined, and Usable

The brave warrior stands in a field his kills litter the battleground, he raises a small vial to his lips and as he sips a red fluid the painful gash on his side heals. The sneaky rogue cleverly sips from the flask at her hip and melts away from view, unseen she tiptoes down the corridor towards the soft whispers. Elixirs, oils, and potions run the gambit of ability and usability, from healing to harming, to providing all manner of skill nothing is more versatile and easily crafted than a magic brew. Be it a bard making a drink to inspire new songs, a cleric to heal injury, a druid seeking guidance, a paladin blessing his allies, a ranger chasing foes, a sorcerer seeking magic, a warlock reading ancient text, or a wizard jumping from a lofty tower each can harness the power of their magic and contain it in a liquid and call upon it in a moment of need. The art of potioneering is as old as magic itself, the power of potioners is beyond limit.

There is no specific tool set for potioneering, the Dungeon Master's Guide suggests that players use the "Alchemist Supplies" (DMG 129). The tool "Alchemist's Supplies" (PHB 154) has no definition in the Player's Handbook. The set of alchemy supplies contains the following items; alchemist book, alchemist ink, alchemist's scale, 2 beakers, 2 flasks, 1 oil lamp, 1 lamp oil flask, 4 vials. This tool kit contains the necessary item to brew potions.

Any character with spellcasting levels and spell slots can craft a potion provided they meet the requirements to craft the particular potion they desire. To start, the character must be able to cast the spell they want the potion to store. Secondly, the character must meet the minimum level requirement as determined by the potion's rarity level. Finally, the character must have the resources to complete the crafting process at the start of the process; the alchemist supplies, available spell slot, creation cost, material component, and time. Once the crafting process begins it cannot be interrupted or the crafting fails and all materials are wasted.

Items by Type

Potioners craft more than potions, they can also craft elixirs, oils, and potions. Each is used in a different way to best serve its purpose. The type of item crafted is determined at the onset of the crafting process. The types are:

Elixir: This is liquid for drinking, it is stored in a standard size vial and must be consumed all at once for it to be effective. Most elixirs have a medicinal purpose, though some grant unique abilities.

Oil: This is a liquid for application to an item or person. It is usually stored in a ceramic vial and needs to be used all at once to be effective. Oils most often grant unique abilities for a limited period of time, though a few have medicinal qualities.

Potion: This is liquid for drinking, it is stored in a standard vial and must be consumed all at once to be effective. A majority of the items crafted by potioners are potions, these magical fluids can have any number of qualities or grant a wide variety of abilities.

"The different kinds of magical liquids are grouped in the category of potions: brews made from enchanted herbs, water from magical fountains or sacred springs, and oils that are applied to a creature or object." (DMG 139) Potions are essentially spells cast on the drinker, the drinker does not make any decisions about the effects from a potion as the crafter decides this at the time of crafting. Although the crafter decides the effects and sets the caster level, the drinker controls the effect. For example, the crafter sets the caster level of a levitate potion, but the drinker decides when or how they levitate.

An elixir, oil, or potion is stored in a glass vial usually 1" wide and 2" tall with an air-tight stopper. There is 1 ounce of liquid in the vial and the entire contents must be used to grant the effect. To activate a potion or oil the user simply removes the stopper and drinks the liquid or applies the oil, the effects begin immediately. Potions are consumables, they are single use magic items, once used they are gone and the vial is empty.

Ingredients

The primary ingredient potioners use is their own magic, the majority of the creation cost is materials necessary to transform a standard spell into a ritualistic casting which binds the magic into a liquid form for later use. Each crafting incurs the full creation cost as each crafting expends all the materials; the economy of scales does not apply. The creation cost includes the cost for material components to spells excepting, components with a cost equal to or above 25gp, crafting an item with a costlier component requires the crafter to provide this component in addition to the full creation cost.

There is a subset of ingredients, Power Components, which are optional ingredients for crafting. Power Components are a special type of ingredient that is added to the item during the creation process to make an item more powerful or more useful. Though an

item can be crafted without such an ingredient, adding a Power Component raises the quality of the item in a significant way, it usually raises the effectiveness of the creation by altering the effect in a definitive way. Power Components are predetermined ingredients for each item, not every item has a Power Component. The inclusion of a Power Component during the crafting process does not raise the creation cost of the item. Thus if a character included a Power Component to the crafting of a Common Rarity Level item, it may raise the item to a Uncommon item in Rarity Level but not require the character to pay any additional creation cost beyond the cost of crafting a Common Rarity Level item. Any Power Component for a crafting must be provided separately and apart from the creation cost, which is why it does not increase the creation cost, but as it is a more powerful item it takes longer to craft.

Cost

The cost to craft an item is a function of the item's Rarity Level, as stated in the DMG Chapter 6. The rarer an item is the more costly it is to craft; it is less expensive to craft a Common item than an Uncommon item, less expensive to craft an Uncommon item than a Rare item and thus it goes.

Item Rarity Level	Item Creation Cost
Common	50gp
Uncommon	250gp
Rare	2,500gp
Very Rare	25,000gp
Legendary	250,000gp

Note that these costs include the material component required to cast the spell, provided the material component is not 25gp or more.

The creation cost is not altered by the use of a Power Component, the cost of a Power Component must be paid separate and apart from the creation cost of an item. The cost to craft an item can be altered by the use of the feats "Hasty Crafter", "Master Crafter", "Potion Master", and "Thrifty Crafter", which are explained later.

Level

The character must meet a minimum level requirement to craft an item as stated in the DMG Chapter 6. More common items require less skill and less power to craft and thus lower level characters can craft them, rarer items which produce stronger magic require more skill and more power to craft and thus only higher level characters can craft such items. To craft any item a character needs to be 3rd level or higher, at this point a character can craft Common and Uncommon items. Characters need to be 6th level before they can craft Rare items, 11th before they can craft Very Rare items, and 17th before they can craft Legendary items.

For a character to craft an item using a Power Component, they need to meet the minimum level requirement for the item's Power Component Rarity level, which is higher than the item's standard Rarity Level. Thus, even though a 3rd level character can craft a healing potion, they could not craft a healing potion with a Power Component that makes the item a Rare Rarity Level item for another 3 levels.

Item Rarity	Minimum Level
Common	3
Uncommon	3
Rare	6
Very Rare	11
Legendary	17

Spells

The spell to be stored in the item crafted must be a spell that the crafter knows, the spell must be prepared for each day of crafting or the spell slot expended for each day of crafting in the case of spontaneous casters. The material component must be available at the beginning of the crafting process, and it is consumed in the process of crafting the item. The spell itself is triggered in the ritual of crafting the item, it is cast into the item and stored for later release. During this time the caster determines all the caster level based attributes of the spell; exactly as they would if they were casting the spell normally. Any DC save, range, or duration are based off the crafter's statistics as though they had cast the spell normally; though they may willfully set any variable lower than their casting norm they may not set it any higher. Once the item is complete these statistics remain unchanged, although the crafter may gain levels the item remains set as they crafted it.

Time

The time to craft an item is a function of the item's creation cost, characters can complete 25gp of work in a day, thus the time required to craft an item is 1 day per 25gp of creation cost. This time frame comes from the DMG, Chapter 6. The more costly an item is to craft the longer it takes to craft the item; it is quicker to craft a 100gp item than a 500gp item, quicker to craft an 500gp item than a 5,000gp item, and thus it goes.

Item Creation Cost	Item Creation Time
50gp	2 Days
250gp	10 Days
2,500gp	100 Days
25,000gp	1,000 Days
250,000gp	10,000 Days

This required time assumes that the crafting character spends 8 hours per day engaged in the crafting process daily and continues to work on the item every day without stopping until the item is complete. Once the process of crafting has begun the process cannot be stopped before completion without the item spoiling and wasting all materials. Once an item is spoiled, it cannot be saved in any manner short of a "Wish" spell or similar effect; the entire process must start over including the payment of the full creation cost and spending the entire creation time.

Multiple characters can work on the same item and combine their efforts to complete twice the normal amount of work in one day provided that both characters meet all the prerequisites of crafting that item. Each day of crafting both characters must contribute spell slots. If multiple characters decide to work on crafting the same item they must both be present for everyday of crafting from the first day through final completion and if either is not present on any day the crafting fails and wastes all materials.

The addition of Power Components during the crafting process can alter the time required to craft an item, Although Power Components do not alter the creation cost they do alter the crafting time. The additional time required to craft an item using a Power Component is a function of the of the item's Rarity Level with the inclusion of the Power Component, thus a Common item with a Power Component that raises its Rarity Level to Rare, takes the standard time to craft as any Rare item takes to craft not the time it takes to craft a Common Rarity Level item. In effect, crafting a Common Rarity Level Item costs 50gp and takes 2 days, adding a Power Component which changes the item's Rarity Level to Rare would cost 50gp but take 100 days.

The time required to craft an item can be altered by use of the feats "Hasty Crafter", "Master Crafter", "Meticulous Crafter", "Potion Master", and "Thrifty Crafter" which are explained later.

Crafting

The crafting process requires the following; Alchemist's Supplies, Creation Cost, Spell, Level Requirement, and Time. Once a character has met all these requirements they can begin the crafting process. Alchemist's Supplies are the standard tool kit from the Player's Handbook (p154), Creation Cost is a flat amount of gold that will be expended to purchase all the required materials, Spell is the actual spell a character wants to store in the item, Level Requirement is the level a character must attain before they can craft an item of certain rarity, Time is the amount of time which is required to complete the crafting process. When all these factors are met the character can craft the item.

For example, Bobby the Bard wants to craft an oil which will shed light in a wide array of colors for his juggling performances. He takes the idea to his Dungeon Master, the DM thinks that an oil which sheds light when rubbed onto an object is a common item. This oil will cost 50gp and take 2 days to craft, and will give off light for 1 hour after it is applied to an object, just as if Bobby had cast the spell. When Bobby crafts the oil he chooses the color it will glow, but not which item he will apply it to as that decision is made when he applies the oil. Bobby pays the creation cost and spends the time to craft the oil and crafts 1 vial of the oil.

Susan plays a Cleric, her sect has been ordered to investigate an ancient tomb and she feels certain there is evil infesting the area. She decides that some extra protection would be beneficial, so she looks into making a Protection from Evil potion. She talks to her DM about crafting it before the holy warriors leave their temple. He thinks such a potion is possible, but likely a bit Uncommon. This potion will cost her 250gp to make and take 10 days. After thinking about it, Susan decides she wants to add the Power Component Deva Hair; to make the potion last 1 hour. The temple has treated with Celestials before and she has a hair, the DM agrees and says the cost will be 250gp and it will take 100 days to craft. Susan pays the creation cost and spends the time to craft the potion and crafts 1 vial of the potion.

Jeffrey is a Druid, he finds that the party always needs healing. He decides to craft a healing potion to keep in his back pack for the next time he is running low on spells and needs to heal someone. He goes the his DM and explains what he wants to do, the DM

agrees and says the potion will require 50gp creation cost and take 2 days to craft and will heal 2d4+ Jeffrey's casting modifier. Jeffrey decides he would like to craft it as a 2nd level spell, the DM agrees it is possible; but it is an Uncommon item that requires 250gp and takes 10 days to craft. This 2nd level potion will heal 4d4+ Jeffrey's spell casting modifier. Jeffrey asks about crafting it as a 3rd level spell, the DM decides this would be a Rare item and since Jeffrey is not 6th level he cannot craft items of such rarity. Jeffrey pays the creation cost and spends the time to craft the potion and crafts 1 vial of the potion.

Robert is a wizard that is always reading ancient tomes. He wants a Potion of Comprehend Languages, the DM thinks such a potion is Common. The DM says this will cost 50gp and take 2 days to craft, but since Robert has the feat "Hasty Crafter" he can pay 50gp and craft it in 1 day. Robert has Aboleth Slime, the Power Component for this potion, he decides to brew it using the power Component. The DM agrees, and says the potion will cost 75gp and take 5 days to craft, this potion will now last 6 hours. Robert pays the creation cost and spends the time to craft the potion and crafts 1 vial of the potion.

Feats

The following feats are specialized for the crafting of magic items, they are not requirements to craft magic items. These feats are available to characters beginning at 4th level and each time they progress to a level that allows them to select the Ability Score Improvement Feature, they can forego taking that feature and instead choose a feat.

Hasty Crafter: Your character knows time is of the essence in all matters. Add 1 point to the ability score of your choice. Additionally, you can pay 100% of the creation cost to craft an item in 10% of the required time, with a minimum of 1 day. You must meet all other requirements of the item to be crafted. This feat can be applied to all magic items you craft; armor, potions, rings, rods, scrolls, staves, wands, weapons, and wondrous items.

Item Rarity	Creation Cost	Creation Time
Common	100gp	1 Day
Uncommon	500gp	2 Days
Rare	5,000gp	20 Days
Very Rare	50,000gp	200 Days
Legendary	500,000gp	2,000 Days

Master Crafter: Your character is strangely connected to a particular item or two. Add 1 point to the ability score of your choice. Additionally, choose 2 Common Rarity Level items or 1 Uncommon Rarity Level item which your character can craft at 10% creation cost and 10% creation time. You must meet all other requirements for the items to be crafted. This feat can be applied to all magic items you craft; armor, potions, rings, rods, scrolls, staves, wands, weapons, and wondrous items.

Item Rarity	Creation Cost	Creation Time
Common	10gp	1 Day
Uncommon	50gp	2 Days

Meticulous Crafter: Your character takes great pride in their work, staking their reputation in everything. Add 1 point to the ability score of your choice. Additionally, you can spend the normal creation cost of an item and take 150% of the required time to double the duration of an effect from your crafted item. If your item has multiple effects with a measured duration, each duration is doubled. You must meet all other requirements of the item to be crafted. This feat can be applied to all magic items you craft; armor, potions, rings, rods, scrolls, staves, wands, weapons, and wondrous items.

Item Rarity	Creation Cost	Creation Time
Common	100gp	6 Days
Uncommon	500gp	30 Days
Rare	5,000gp	300 Days
Very Rare	50,000gp	3,000 Days
Legendary	500,000gp	30,000 Days

Potion Master: Your character has an innate sense about how potions are crafted and spells are stored within them. Add 1 point to the ability score of your choice. Additionally, you spend 10% the creation cost and require only 10% of the required time to brew any potion, with a minimum time of 1 Day to craft any potion. You must meet all other requirements to craft any potion. This feat only applies to potion crafting.

Item Rarity	Creation Cost	Creation Time
Common	5gp	1 Day
Uncommon	25gp	1 Day
Rare	250gp	10 Days
Very Rare	2,500gp	100 Days
Legendary	25,000gp	1,000 Days

Thrifty Crafter: Your character knows how to save a gold piece. Add 1 point to the ability score of your choice. Additionally, you can pay 10% of the creation cost to craft item in 100% of the required time. You must meet all other requirements of the item to be crafted. This feat can be applied to all magic items you craft; armor, potions, rings, rods, scrolls, staves, wands, weapons, and wondrous items.

Item Rarity	Creation Cost	Creation Time
Common	10gp	4 Days
Uncommon	50gp	20 Days
Rare	500gp	200 Days
Very Rare	5,000gp	2,000 Days
Legendary	50,000gp	20,000 Days

Elixirs, Oils, and Potions

Elixirs, oils, and potions grant magic abilities or powers to the user. Each is a single use magic item, using them requires the user to use the entire contents of a vial to gain the effect. There is no special skill to use an elixir, oil, or potion, which is one of the best qualities of these precious items. To activate an elixir a character opens the vial and drinks the entire contents of the vial. To activate an oil a character open the vial and smears the oil on an object or creature, applying an oil takes 1 round unless otherwise stated in the oil's description. To activate a potion a character opens the vial and drinks the entire contents of the vial. There is no concentration required to maintain an effect from an elixir, oil, or potion; even if characters only use part of the duration from an effect it remains active for use until the entire duration expires (starting from when ingested/applied the elixir, oil, or potion) or until they dismiss the effect as a bonus action whichever occurs first. Characters can cast spells while under the effect of an elixir, oil, or potion and maintain concentration on other spells without dismissing the effects of an elixir, oil, or potion.

Inventing Elixirs, Oils, and Potions

Not every possible Elixir, oil, or potion is already premade in the game and characters can use their spells to craft brews never before seen in the game. By utilizing the crafting rules characters can create their own special brews to suit their specific needs. The invention of a new brew is fairly simple, there are several basic rules of thumb which delineate spells that can be brewed into potions and how such brews are classified in Rarity Level:

- Spells that effect the caster or a willing target make excellent brews.
- Spells of low level 0-4 are generally good potions, their relative power at higher levels is still valuable.
- The Rarity Level of a brew is determined by the spell level used to craft it, not the crafter's character level, cantrips and 1st level spells are generally Common Rarity, 2nd level spells are generally Uncommon, 3rd level spells are generally Rare, and 4th level spells are generally Very Rare.

Some spells allow the caster to effect themselves and a willing target or several willing targets, the portion of the spell which allows a caster to effect other targets can easily be ignored in the brewed version of the spell. Although it devalues the spell in overall effectiveness, the brew raises the value of the spell as any class can drink a potion and receive the spell's benefits. There is no need to alter the Rarity level of the item based on the negation of one aspect of a spell.

Some spells create combat effects, like the Potion of fire Breathing; spells which grant characters magical attacks are generally one Rarity Level higher than the crafting spell would suggest because the ability to magically attack is quite potent, especially when it comes from a potion a fighter has drank.

Some spells can be “mixed”, where it is possible to use 2 or more spells to craft a brew which has a specific effect on the user. In such cases the Rarity Level is set by the highest level spell used to craft the item and additional spells are considered Power Components to the spell and raise the Rarity Level in accordance with their own spell level.

The use of Power Components is entirely at the discretion of the DM, if they are allowed and how they will benefit the brew is best set by each DM individually to fit their campaign.

Sample Elixirs, Oils, and Potions

This section is sample brews and their descriptions. Each brew is headed with its name, then a sentence or two about the description of the liquid, followed by the effect. The end lines are the Rarity Level of the brew, the necessary spells to craft it, the Creation Cost, and the Creation Time. If a brew has a Power Component, the Power Component and its effect are listed afterwards with a new Rarity Level and Creation Time. This selection of sample brews is not the entirety of creations possible, as new brews are created daily.

Aromatic of Agyths

Description: This oil appears bluish with silver streaks that pulsate with energy. The vial is covered in frost and cold to the touch.

Effect: This oil creates a protective magical force which surrounds you and your gear, manifesting as a spectral frost. You gain 5 temporary hit points for 1 hour if a creature successfully hits you with a melee attack while you still have any temporary hit points remaining the attacking creature takes 5 points of cold damage.

Rarity Level: Common **Spell:** Armor of Agyths **Creation Cost:** 50gp **Creation Time:** 2 Days

Power Component: Ice formed in a blizzard

Effect: This component forms Aromatic of Agyths, Greater which gives 10 temporary hit points and deals 10 points of cold damage.

Rarity Level: Uncommon **Creation Time:** 10 Days

Barkskin Brew

Description: This potion is a dull brown with the likeness of an old oak tree's bark, shaking this vial reveals tiny points of green light that quickly vanish.

Effect: This potion changes the imbiber's skin to resemble oak tree bark raising their Armor Class to 16, regardless of armor or dexterity, for 1 hour.

Rarity Level: Uncommon **Spell:** Barkskin **Creation Cost:** 250gp **Creation Time:** 10 Days

Power Component: Sap from a Treant

Effect: This component forms Barkskin Brew, Greater which raises the Armor Class minimum to 17.

Rarity Level: Rare **Creation Time:** 100 Days

Blurring Oil

Description: This clear liquid shimmers and shifts, the vial appears to wobble in the hands of the holder as if it is hard to focus their vision on it.

Effect: This oil bends light around the user, they waver and shift to all visual observers. For 1 minute all attackers have disadvantage on attack rolls against the user. Attackers are immune to this effect if they do not rely on vision for targeting attacks, such as with blindsight or echo location, attackers are also immune to the effect if they can see through illusions.

Rarity Level: Rare **Spell:** Blur **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Power Component: Blood from a displacer Beast

Effect: This component makes Blurring Oil, Greater and it works exactly as the standard version except the duration is 10 minutes.

Rarity Level: Very Rare **Creation Time:** 1,000 Days

Changeling's Oil

Description: This oil is ocean green, with a foam that floats at the top. Amid the water floats tiny spines which vanish and reappear endlessly.

Effect: This oil allows the user to assume a different form for up to 1 hour. The user can choose 1 of the following forms and switch forms as an action for the duration; Aquatic Adaption- growing gills, webbed feet, and a swim speed equal to their walking speed or Change Appearance- in any form, race, height, weight, facial features, voice, hair length/color though you must retain your basic shape of bipedal humanoid or quadrupedal dependent upon your actual race or Natural Weapon- grow any natural weapon and deal 1d6 of the appropriate type of damage for that natural weapon, you are proficient with the weapon and it is a +1 magic weapon.

Rarity Level: Rare **Spell:** Alter Self **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Power Component: Blood of a Doppelganger

Effect: This component makes Changeling's Oil, Greater and it works exactly as the standard version except the duration is 2 hours.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Darkness

Description: This oil is pitch black, the viscous oil roils slowly and the vial, though a polished glass fails to reflect light.

Effect: This vial of oil is thrown, as an action the user can throw the vial up to 20' treating the vial as an improvised weapon, shattering it on impact. From the point of impact a magical darkness spreads in a 15' radius sphere for 10 minutes. If you apply this oil to an object the sphere of darkness is centered on the object and the darkness moves with the object. Completely covering the object with an opaque item blocks the darkness. If any portion of this darkness overlaps an area of light created by a spell of 2nd level or less, the light spell is dispelled.

Rarity Level: Uncommon

Spell: Darkness

Creation Cost: 250gp

Creation Time: 10 Days

Daylight

Description: This oil glows white and appears more mist than liquid, though the contents glow bright they fail to shed any illumination beyond the vial itself.

Effect: This vial of oil is thrown, as an action the user can throw the vial up to 20' treating the vial as an improvised weapon, shattering it on impact. From the point of impact a magical bright light spreads for 60' and a dim light shines for an additional 60'. If you apply this oil to an object, the sphere of light is centered on the object and moves with the object. Completely covering such an object with an opaque item blocks the light. If any portion of the light overlaps an area of darkness created by a spell of 3rd level or less the darkness spell is dispelled.

Rarity Level: Uncommon

Spell: Daylight

Creation Cost: 250gp

Creation Time: 10 Days

Death's Stopper

Description: This oil is aqua blue, the vial feels warm to the touch. When the vial is open the odor of a spring rain wafts from it.

Effect: This oil is applied to a dying creature and it immediately stabilizes them.

Rarity Level: Common

Spell: Spare the Dying

Creation Cost: 50gp

Creation Time: 2 Days

Power Component: Spell "Foresight"

Effect: This component makes Death's Stopper, Greater which allows the user to apply the oil and gain its effect should they need it for up to 8 hours after application. This does not prevent death from events which normally override "Spare the Dying", disease, excessive damage, starvation, suffocation or the like.

Rarity Level: Legendary

Creation Time: 10,000 Days

Divinity's Obfuscation

Description: This potion is a swirl of muted greens and browns.

Effect: This potion hides the drinker from divination magic for 8 hours, the user cannot be targeted by any divination magic or scrying sensors.

Rarity Level: Common

Spell: Nondetection

Creation Cost: 50gp

Creation Time: 2 Days

Draught of Images

Description: This potion is smoky gray with swirling silver flakes that reflect the ambient light.

Effect: This potion creates 3 illusory duplicates of the drinker which last for 1 minute. The duplicates move and mimic the drinker's actions, shifting position so that is impossible to tell which image is real. Each time a creature targets the drinker with an attack the drinker is allowed to roll a d20 to switch the attack from themselves to an illusory duplicate; when all 3 duplicates are present the drinker must roll a 6 or higher, when 2 duplicates are present the drinker must roll an 8 or higher, when 1 duplicate is present the drinker must roll a 11 or higher. A duplicate's Armor Class is 10+ the drinker's Dexterity Bonus, any successful targeted attack on a duplicate destroys it, area of effect attacks do not harm it. Destroyed duplicates do not reappear, the effect ends when 1 minute passes or all duplicates are destroyed. Creatures that do not rely on sight to attack such as with blindsight or echo location and creatures which can see through illusions are immune to this effect.

Rarity Level: Rare

Spell: Mirror Image

Creation Cost: 2,500gp

Creation Time: 100 Days

Drow Flight

Description: This potion is a violet liquid which bubbles slowly, there is a tiny air pocket at the top of the vial which is pitch black.

Effect: This potion allows the drinker to levitate up or down 20' per round as part of their move action. It does not allow horizontal movement, only vertical, the drinker can move sideways only by pulling/pushing themselves against a fixed object. After 10 minutes, the effect wears off and a floating drinker slowly drifts to the ground.

Rarity Level: Uncommon

Spell: Levitate

Creation Cost: 250gp

Creation Time: 10 Days

Power Component: Drow hair

Effect: This component creates Drow Flight, Greater which works exactly as the standard version except its duration is 20 minutes.

Rarity Level: Rare

Creation Time: 100 Days

Drow Vision

Description: This potion is black with tiny specks which glow red.

Effect: This potion grants the drinker Darkvision to range of 60' for 8 hours.

Rarity Level: Uncommon

Spell: Darkvision

Creation Cost: 250gp

Creation Time: 10 Days

Power Component: Drow tears

Effect: This component creates Drow Vision, Greater which works exactly as the standard version except it has a duration of 16 hours.

Rarity Level: Rare

Creation Time: 100 Days

Power Component: Drow tears and Erinyes eyes

Effect: These components create Drow Vision, Greater which works exactly as the standard version except it has a duration of 24 hours.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Drow tears and Erinyes Eyes and Pit Fiend Eyes

Effect: These components create Drow Vision, Superior which works exactly as the standard version except it has a duration of permanent, and the drinker retains the ability Darkvision permanently. This effect can be dispelled by the spell "Dispel Magic".

Rarity Level: Legendary

Creation Time: 10,000 Days

Elemental Weapon of Acid

Description: This oil is vibrant green, the glass vial is soft and malleable.

Effect: This oil is applied to a weapon and grants the weapon a +1 magic bonus to attack and damage rolls. It also grants the weapon extra damage in the form of acid, dealing 1d4 acid damage on a successful strike. The oil wears off after an hour.

Rarity Level: Rare

Spell: Elemental Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Ankheg Acid

Effect: This component creates Elemental Weapon of Acid, Greater which works exactly as the standard version except the magic bonus to attack/damage is a +2 and the acid damage is 2d4.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Ankheg Acid and Purple Worm Bile

Effect: These components create Elemental Weapon of Acid, Superior which works exactly as the standard version except the magic bonus to attack/damage is a +3 and the acid damage is 3d4.

Rarity Level: Legendary

Creation Time: 10,000 Days

Elemental Weapon of Cold

Description: This oil is white and the glass vial is very cold

Effect: This oil is applied to a weapon and grants the weapon a +1 magic bonus on attack and damage rolls. It also grants the weapon extra damage in the form of cold, dealing an extra 1d4 cold damage. The oil wears off after an hour.

Rarity Level: Rare

Spell: Elemental Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Frost Giant Blood

Effect: This component creates Elemental Weapon of Cold, Greater which works exactly as the standard version except the magic bonus to attack/damage is a +2 and the cold damage is 2d4.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Frost Giant Blood and Ice Devil Blood

Effect: These components create Elemental Weapon of Cold, Superior which works exactly as the standard version except the magic bonus to attack/damage is a +3 and the cold damage is 3d4.

Rarity Level: Legendary

Creation Time: 10,000 Days

Elemental Weapon of Fire

Description: This oil is burning red and the glass vial is hot.

Effect: This oil is applied to a weapon and grants the weapon a +1 magic bonus to attack and damage rolls. It also grants the weapon extra damage in the form of fire, dealing an extra 1d4 fire damage. The oil wears off after an hour.

Rarity Level: Rare

Spell: Elemental Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Nightmare mane hair

Effect: This component creates Elemental Weapon of Fire, Greater which works exactly as the standard version except the magic bonus to attack/damage is +2 and the fire damage is 2d4.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Nightmare mane hair and Salamander skin

Effect: These components create Elemental Weapon of Fire, Superior which works exactly as the standard version except the magic bonus to attack/damage is +3 and the fire damage is 3d4.

Rarity Level: Legendary

Creation Time: 10,000 Days

Elemental Weapon of Lightning

Description: This oil is clear it periodically erupts in violent white flashes and the glass vial crackles with energy.

Effect: This oil is applied to a weapon and grants the weapon a +1 magic bonus to attack and damage rolls. It also grants the weapon extra damage in the form of lightning, dealing an extra 1d4 lightning damage. The oil wears off after an hour.

Rarity Level: Rare

Spell: Elemental Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Behir tongue

Effect: This component creates Elemental Weapon of Lightning, Greater which works exactly as the standard version except the magic bonus to attack/damage is +2 and the lightning damage is 2d4.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Behir tongue and Adult Blue Dragon tongue

Effect: These components create Elemental Weapon of Lightning, Superior which works exactly as the standard version except the magic bonus to attack/damage is +3 and the lightning damage is 3d4.

Rarity Level: Legendary

Creation Time: 10,000 Days

Elemental Weapon of Thunder

Description: This oil is cloudy, the grey liquid swirls and the glass vial rattles.

Effect: This oil is applied to a weapon and grants the weapon a +1 magic bonus to attack and damage rolls. It also grants the weapon extra damage in the form of thunder, dealing an extra 1d4 thunder damage. The oil wears off after an hour.

Rarity Level: Rare

Spell: Elemental Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Cloaker vocal chords

Effect: This component creates Elemental Weapon of Thunder, Greater which works exactly as the standard version except the magic bonus to attack/damage is +2 and the thunder damage is 2d4.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Cloaker vocal chords and Banshee ichor

Effect: These components create Elemental Weapon of Thunder, Superior which works exactly as the standard version except the magic bonus to attack/damage is +3 and the thunder damage is 3d4.

Rarity Level: Legendary

Creation Time: 10,000 Days

Elixir of Health

Description: This potion is a clear red liquid with tiny bubbles of light in it.

Effect: This potion cures any disease afflicting the drinker, and it removes the blinded, deafened, paralyzed, and poisoned conditions.

Rarity Level: Rare

Spell: Lesser restoration

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Spell "Greater Restoration"

Effect: This component creates Elixir of Health, Greater which works exactly as the standard version except it can also remove the following from the drinker: 1 level of exhaustion, 1 effect that charms/petrifies, 1 curse (including attunement to a cursed item), 1 reduction of an ability score, or 1 effect reducing Hit Point maximum.

Rarity Level: Legendary

Creation Time: 10,000 Days

Fist of Fire

Description: This potion is bright orange with streaks of red and white. The glass vial is warm to the touch.

Effect: This potion surrounds the hands and feet of the drinker in flames for 1 round. It grants the unarmed strike of the drinker a +1 magic bonus to attack and damage rolls. It also grants unarmed strikes extra damage in the form of fire damage, granting an extra 1d6 fire damage. Also, any combustible item the drinker touches ignites. Any creature struck must make a Dexterity Save or ignite and take 1d4 fire damage per round until it successfully saves or spends a round to extinguish the flames.

Rarity Level: Common

Spell: Burning Hands

Creation Cost: 50gp

Creation Time: 2 Days

Power Component: Bronze touched by an Azer

Effect: This component creates Fist of Fire, Greater which works exactly as the standard version except it has a duration of 2 rounds.

Rarity Level: Uncommon

Creation Time: 10 Days

Power Component: Bronze touched by an Azer, and Ash from a Fire Elemental

Effect: These components create Fist of Fire, Superior which works exactly as the standard version except it has a duration of 3 rounds, the magic bonus to attack/damage is +2, and the fire damage is 2d6.

Rarity Level: Rare

Creation Time: 100 Days

Power Component: Bronze touched by an Azer, and Ash from a Fire Elemental, and Hair from a Hell Hound

Effect: These components create Fist of Fire, Supreme which works exactly as the standard version except it has a duration of 4 rounds, the magic bonus to attack/damage is +3, fire damage is 2d6, and burning damage is 1d6 fire damage

Rarity Level: Very Rare

Creation Time: 1,000 Days

Liquid Fire

Description: This oil brownish with tiny sparks of red floating in it.

Effect: This vial is thrown, as an action you can throw this vial up to 20', shattering it on impact. Make a ranged attack against a target, treating the vial as an improvised weapon. On a hit the target takes 1d8 fire damage, on a miss the oil burns for 1 round in the square in which it lands and deals 1 point fire damage to the creature in that square.

Rarity Level: Common

Spell: Produce Flame

Creation Cost: 50gp

Creation Time: 2 Days

Power Component: Green Slaad blood

Effect: This component creates Liquid Fire, Greater which works exactly as the standard version except the fire damage is 2d8 fire.

Rarity Level: Uncommon

Creation Time: 10 Days

Power Component: Green Slaad blood and Grey Slaad blood

Effect: This component creates Liquid Fire, Superior which works exactly as the standard version except the fire damage is 3d8 fire.

Rarity Level: Rare

Creation Time: 100 Days

Power Component: Green Slaad blood and Grey Slaad blood and Black Slaad blood

Effect: This component creates Liquid Fire, Supreme which works exactly as the standard version except the fire damage is 4d8 fire.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Liquid Light

Description: This oil glows green.

Effect: This oil is applied to an object and makes the object shed bright light in a 20' radius and dim light for an additional 20' for 1 hour. The color of the light is determined by the crafter at the time of crafting. Completely covering the object with something opaque blocks the light.

Rarity Level: Common

Spell: Light

Creation Cost: 50gp

Creation Time: 2 Days

Necromancer's Elixir

Description: This potion is light gray with swirling points of dim light.

Effect: This potion bolsters the drinker with a necromantic facsimile of life granting 1d4+4 Temporary Hit Points for 1 hour.

Rarity Level: Common

Spell: False Life

Creation Cost: 50gp

Creation Time: 2 Days

Power Component: Zombie flesh

Effect: This component creates Necromancer's Elixir, Greater which works exactly as the standard version except the Temporary Hit Points are 1d4+9.

Rarity Level: Uncommon

Creation Time: 10 Days

Power Component: Zombie flesh and Wight flesh

Effect: This component creates Necromancer's Elixir, Superior which works exactly as the standard version except the Temporary Hit Points are 1d4+14.

Rarity Level: Rare

Creation Time: 100 Days

Power Component: Zombie flesh and Wight flesh and Mummy flesh

Effect: This component creates Necromancer's Elixir, Supreme which works exactly as the standard version except the Temporary Hit Points are 1d4+19.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Oil of Disguises

Description: This oil is a swirl of color and the contents shift endlessly.

Effect: This oil grants the user the ability to alter their appearance for 1 hour. It grants the ability to make the user and their gear look 1' taller/shorter, thinner or fatter, but cannot alter the basic body type such as the arrangement of limbs. These changes fail to hold up to physical inspection, a creature attempting to discern you are disguised without touching the user must succeed an Intelligence check DC equal to the spell DC as set by the crafter.

Rarity Level: Uncommon

Spell: Alter Self

Creation Cost: 250gp

Creation Time: 10 Days

Oil of Divine Intervention

Description: This oil glows a pale white.

Effect: This oil is applied to a weapon and grants it the ability to deal extra damage. All successful attacks with the weapon deal an extra 1d4 radiant damage for the duration. After 1 minute the oil wears off.

Rarity Level: Uncommon

Spell: Divine Favor

Creation Cost: 250gp

Creation Time: 10 Days

Oil of Etherealness

Description: This oil is cloudy gray, beads form on the outside of the vial and quickly evaporate.

Effect: This oil can cover a medium or smaller creature and its gear and creatures of larger size need another vial. It takes 10 minutes to apply the oil. The affected creature gains the benefits of the "Etherealness" spell for 1 hour.

Rarity Level: Rare

Spell: Etherealness

Creation Cost: 2,500gp

Creation Time: 100 Days

Oil of Remove Curse

Description: This oil is a pale gold with flakes of silver.

Effect: This oil is applied to a creature and removes all curses affecting them. If it is applied to an object the object remains cursed, but it breaks the attunement to the owner so it can be removed or discarded.

Rarity Level: Rare

Spell: Remove Curse

Creation Cost: 2,500gp

Creation Time: 100 Days

Oil of Resurrection

Description: This oil is a shimmering gold color, it twinkles and gleams endlessly.

Effect: This oil is applied to a dead creature that has not been dead for more than 1 century and did not die of old age and is not undead. If the creature's soul is free and willing, the creature returns to life with full hit points. This oil cures all normal diseases, neutralizes all poisons, closes mortal wounds, and restores all missing body parts. It does not remove magical diseases or magical curses. Creatures that come back from the dead suffer -4 penalties to ability checks, attack rolls, and saving throws; each long rest lessens this penalty by 1.

Rarity Level: Legendary

Spell: Resurrection

Creation Cost: 250,000gp

Creation Time: 10,000 Days

Oil of Sharpness

Description: This oil is clear and gelatinous.

Effect: This oil can coat 1 slashing/piercing weapon or 5 pieces of slashing/piercing ammunition. Applying the oil takes 1 minute and the effect lasts for 1 hour. A coated item is considered magical and has a +3 bonus to attack/damage rolls.

Rarity Level: Rare

Spell: Magic Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Oil of Slipperiness

Description: This oil is a thick sticky unguent, the black fluid flows easily when poured.

Effect: This oil can cover a medium or smaller size creature with their gear and larger size creatures need another vial. Applying the oil takes 10 minutes. The affected creature gains the effect of the "Freedom of Movement" spell for 8 hours. Alternatively, the oil can be poured on the ground and it covers a 10' square, duplicating the effect of "Grease" spell in that area for 8 hours.

Rarity Level: Uncommon

Spell: Freedom of Movement

Creation Cost: 250gp

Creation Time: 10 Days

Philter of Love

Description: This potion is rose hued and effervescent it contains one easy to miss bubble shaped like a heart.

Effect: This potion charms the drinker. The next creature the drinker sees within 10 minutes of drinking the potion charms it for 1 hour. If that creature is of a species and gender the drinker is normally attracted to the drinker considers this creature to be its true love for the duration of the effect.

Rarity Level: Uncommon

Spell: Charm

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Animal Friendship

Description: This potion is muddy water colored, agitating the vial brings little bits into view, fish scales, hummingbird tongue, cat claw, or a squirrel hair.

Effect: This potion allows the drinker to cast the spell "Animal Friendship" at will for 1 hour.

Rarity Level: Uncommon

Spell: Animal Friendship

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Clairvoyance

Description: This potion is a yellowish liquid in which an eyeball bobs.

Effect: This potion grants the effect of "Clairvoyance" spell.

Rarity Level: Rare

Spell: Clairvoyance

Creation Cost: 2,500gp

Creation Time: 100 Days

Potion of Climbing

Description: This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the vial fails to mix the colors.

Effect: This potion grants the drinker a climb speed equal to their walking speed for 1 hour. While under the effects of this potion the drinker has advantage on Strength checks for climbing.

Rarity Level: Common **Spell:** Spider Climb **Creation Cost:** 50gp **Creation Time:** 2 Days

Potion of Comprehend Languages

Description: This potion is clear liquid with tiny black specks floating in it.

Effect: This potion grants the drinker the ability to understand the literal meaning of any language they hear. The drinker also understands written text, provided they touch the surface on which the words are written. It takes 1 minute to read 1 page of text. This potion does not decode messages or reveal magical messages. This potion's effect lasts for 1 hour.

Rarity Level: Common **Spell:** Comprehend Languages **Creation Cost:** 50gp **Creation Time:** 2 Days

Power Component: Aboleth Slime

Effect: This component creates Potion of Comprehend Languages, Greater which works exactly as the standard version except the duration is 6 hours.

Rarity Level: Uncommon **Creation Time:** 10 Days

Potion of Diminution

Description: This potion's red liquid continuously contracts to a tiny bead then expands to fill the clear liquid around it. Shaking the vial fails to interrupt this process.

Effect: This potion grants the drinker the "reduce" effect of the "Enlarge/Reduce" spell for 1d4 hours.

Rarity Level: Rare **Spell:** Enlarge/Reduce **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Enhanced Ability, Bear's Endurance

Description: This potion is a strange mix of black, brown, and white streaks akin to animal fur.

Effect: This potion grants the drinker advantage on all Constitution checks. It also grants 2d6 Temporary Hit Points, which are lost when the effect ends. The effects of this potion last 1 hour.

Rarity Level: Rare **Spell:** Enhance Ability **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Enhanced Ability, Bull's Strength

Description: This potion is black with a single streak of white around the center.

Effect: This potion grants the drinker advantage on all Strength checks and doubles their carrying capacity. The effects of this potion last 1 hour.

Rarity Level: Uncommon **Spell:** Enhance Ability **Creation Cost:** 250gp **Creation Time:** 10 Days

Potion of Enhanced Ability, Cat's Grace

Description: This potion is a mix of black, gray, orange, and white blotches.

Effect: This potion grants the drinker advantage on all Dexterity checks. It also allows them to fall 20' without taking damage provided they are not incapacitated. The effects of this potion last for 1 hour.

Rarity Level: Uncommon **Spell:** Enhance Ability **Creation Cost:** 250gp **Creation Time:** 10 Days

Potion of Enhanced Ability, Eagle's Splendor

Description: This potion has a striation to it that resembles eagle feathers.

Effect: This potion grants the drinker advantage on all Charisma checks. The effects of this potion last 1 hour.

Rarity Level: Common **Spell:** Enhance Ability **Creation Cost:** 50gp **Creation Time:** 2 Days

Potion of Enhanced Ability, Fox's Cunning

Description: This potion is a soft red with silver hairs suspended in it.

Effect: This potion grants the drinker advantage on all Intelligence checks.

Rarity Level: Common **Spell:** Enhance Ability **Creation Cost:** 50gp **Creation Time:** 2 Days

Potion of Enhanced Ability, Owl's Wisdom

Description: This potion is murky with a single feather floating at the top.

Effect: This potion grants the drinker advantage on all Wisdom checks. The effects of this potion last 1 hour.

Rarity Level: Common **Spell:** Enhance Ability **Creation Cost:** 50gp **Creation Time:** 2 Days

Potion of Fire Breath

Description: This potion is orange and flickers, smoke fills the top of the vial and wafts out when the lid is removed.

Effect: This potion grants the drinker the ability to exhale fire at a target within 30' of them as a reaction. The target must make a DC 13 Dexterity saving throw, taking 4d6 on a failed save, or half as much damage on a successful one. The potion's effect ends after the drinker exhales fire 3 times or 1 hour passes, whichever comes first.

Rarity Level: Uncommon

Spell: Fireball

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Flying

Description: This potion is a clear fluid with impurities of white, the liquid floats at the top of the vial.

Effect: This potion grants the drinker a fly speed equal to their walking speed for 1 hour. If the effects wear off while the drinker is still in the air they fall unless they have some means of staying aloft.

Rarity Level: Very Rare

Spell: Fly

Creation Cost: 25,000gp

Creation Time: 1,000 Days

Potion of Gaseous Form

Description: This potion is a fog that moves and pours like water.

Effect: This potion grants the drinker the effect of "Gaseous Form" spell for 1 hour or until they end the effect as a bonus action.

Rarity Level: Rare

Spell: Gaseous Form

Creation Cost: 2,500gp

Creation Time: 100 Days

Potion of Giant Strength, Cloud

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 27 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Very Rare

Spell: Enhance Ability

Creation Cost: 25,000gp

Creation Time: 1,000 Days

Potion of Giant Strength, Fire

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 25 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Rare

Spell: Enhance Ability

Creation Cost: 2,500gp

Creation Time: 100 Days

Potion of Giant Strength, Frost

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 23 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Rare

Spell: Enhance Ability

Creation Cost: 2,500gp

Creation Time: 100 Days

Potion of Giant Strength, Hill

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 25 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Uncommon

Spell: Enhance Ability

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Giant Strength, Stone

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 23 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Rare

Spell: Enhance Ability

Creation Cost: 2,500gp

Creation Time: 100 Days

Potion of Giant Strength, Storm

Description: This potion is transparent with a sliver of a fingernail suspended in it.

Effect: This potion grants the drinker a strength score of 29 for 1 hour. If the drinker's strength score is equal to or greater than that this potion has no effect.

Note: This potion requires a Power Component, a sliver of the appropriate Giant's fingernail.

Rarity Level: Legendary

Spell: Enhance Ability

Creation Cost: 250,000gp

Creation Time: 10,000 Days

Potion of Growth

Description: This potion's red continuously expands from a tiny bead to color the clear liquid around it. Shaking the vial fails to interrupt this process.

Effect: This potion grants the drinker the "enlarge" effect of the "Enlarge/Reduce" spell for 1d4 hours.

Rarity Level: Uncommon **Spell:** Enlarge/Reduce **Creation Cost:** 250gp **Creation Time:** 10 Days

Potion of Healing

Description: This potion is red and shimmers when agitated.

Effect: This potion grants the drinker Hit Points, healing 2d4+2.

Rarity Level: Common **Spell:** Cure Wounds **Creation Cost:** 50gp **Creation Time:** 2 Days

Potion of Healing, Greater

Description: This potion is red and shimmers when agitated.

Effect: This potion grants the drinker Hit Points, healing 4d4+4.

Note: This version requires the crafter to use a 2nd level spell slot for the entire crafting process.

Rarity Level: Uncommon **Spell:** Cure Wounds **Creation Cost:** 250gp **Creation Time:** 10 Days

Potion of Healing, Superior

Description: This potion is red and shimmers when agitated.

Effect: This potion grants the drinker Hit Points, healing 8d4+8.

Note: This version requires the crafter to use a 4th level spell slot for the entire crafting process.

Rarity Level: Rare **Spell:** Cure Wounds **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Healing, Supreme

Description: This potion is red and shimmers when agitated.

Effect: This potion grants the drinker Hit Points, healing 10d4+20.

Note: This version requires the crafter to use a 5th level spell slot for the entire crafting process.

Rarity Level: Very rare **Spell:** Cure Wounds **Creation Cost:** 25,000gp **Creation Time:** 1,000 Days

Potion of Heroism

Description: This potion is a blue liquid which bubbles and steams as if boiling.

Effect: This potion grants the drinker 10 Temporary Hit Points which last for 1 hour. For the same duration the drinker is under the effects of "Bless" spell.

Rarity Level: Rare **Spell:** Bless **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Invisibility

Description: This potion vial appears empty, but feels as though it holds a liquid.

Effect: This potion grants the drinker 1 hour of invisibility. The effect ends early if the drinker attacks or casts a spell.

Rarity Level: Very rare **Spell:** Invisibility **Creation Cost:** 25,000gp **Creation Time:** 1,000 Days

Potion of Invulnerability

Description: This potion is the color and consistency of liquefied iron.

Effect: This potion grants the drinker resistance to all damage for 1 minute.

Note: This potion requires the Power Component 1,000gp of diamond dust.

Rarity Level: Rare **Spell:** Protection from Energy **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Longevity

Description: This potion is an amber liquid with bits of scorpion tail, an adder's tail, a dead spider, and a tiny heart which for reason is still beating. These ingredients vanish when the vial is opened.

Effect: This potion grants the drinker 1d6+6 years off their physical age. Each time the drinker imbibes upon another potion of longevity there is a 10% cumulative chance the drinker will age 1d6+6 years instead of growing younger.

Potion of Mind Reading

Description: This potion is a purple liquid with a pink ovoid cloud in it.

Effect: This potion grants the drinker the effect of "Detect Thoughts" spell save DC 13

Rarity Level: Rare **Spell:** Detect Thoughts **Creation Cost:** 2,500gp **Creation Time:** 100 Days

Potion of Poison

Description: This potion is red and shimmers when agitated.

Effect: This potion is poison that is disguised as a Healing Potion by illusion magic, an "Identify" spell reveals its true nature. The drinker takes 3d6 poison damage and must succeed a DC13 Constitution save or be poisoned. At the start of each of the drinker's turns while they are poisoned in this way they take 3d6 damage. At the end of each of the drinker's turns they can attempt to save again to reduce the damage by 1d6, each successful save reduces the damage by 1d6 and the poison effect ends when the damage is reduced to 0d6.

Rarity Level: Uncommon

Spell: Poison

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Acid

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Acid damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Cold

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Cold damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Fire

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Fire damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Force

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Force damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Lightning

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to lightning damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Necrotic

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Necrotic damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Poison

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Poison damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Psychic

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Psychic damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Radiant

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Radiant damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Resistance, Thunder

Description: This potion is blue with silver flakes.

Effect: This potion grants the drinker resistance to Thunder damage for 1 hour.

Rarity Level: Uncommon

Spell: Protection from Energy

Creation Cost: 250gp

Creation Time: 10 Days

Potion of Speed

Description: This potion is yellow with streaks of black that swirl on their own.

Effect: This potion grants the drinker the effects of “Haste” spell for 1 minute.

Rarity Level: Very Rare

Spell: Haste

Creation Cost: 25,000gp

Creation Time: 1,000 Days

Potion of Vitality

Description: This potion is a crimson liquid which beats regularly with a dull light, calling to mind a heartbeat.

Effect: This potion grants the drinker various reliefs. When this potion is drank it removes all levels of exhaustion, and cures any disease or poison affecting the drinker. In addition the drinker regains maximum Hit Points from any Hit Dice the drinker spends.

Rarity Level: Very Rare

Spell: Heal

Creation Cost: 25,000gp

Creation Time: 1,000 Days

Potion of Water Breathing

Description: This potion is cloudy green and has a jellyfish like bubble floating in it. It smells of sea water.

Effect: This potion grants the drinker the ability to breathe underwater for 1 hour.

Rarity Level: Uncommon

Spell: Water Breathing

Creation Cost: 250gp

Creation Time: 10 Days

Runner's Brew

Description: This potion is orange and streaked with green, the liquid swirls continually.

Effect: This potion grants the drinker the ability to take the “Dash Action” as a bonus action every round. The effects of this potion last 10 minutes.

Rarity Level: Uncommon

Spell: Expeditious Retreat

Creation Cost: 250gp

Creation Time: 10 Days

See Magic

Description: This potion glows gold.

Effect: This potion grants the drinker the ability to see magical auras within 30' of them for 10 minutes. In addition the drinker can sense magic they cannot see, they can sense magic within 30' of them if their line of sight is obscured. The sense permeates most surfaces, to obscure the sense requires more than 1' stone, 1" of common metal, a thin sheet of lead, or 3' of dirt/wood.

Rarity Level: Common

Spell: Detect Magic

Creation Cost: 50gp

Creation Time: 2 Days

Smell Poison

Description: This potion is a vivid green with bubbles of blue.

Effect: This potion grants the drinker the ability to sense the presence of poison and disease within 30' of them for 10 minutes. In addition the drinker can identify each poison and disease. The sense permeates most surfaces, to obscure the sense requires more than 1' stone, 1" of common metal, a thin sheet of lead, or 3' of dirt/wood.

Rarity Level: Common

Spell: Detect Poison and Disease

Creation Cost: 50gp

Creation Time: 2 Days

Soul Sight

Description: This potion is bright yellow and has a white feather floating in it.

Effect: This potion grants the drinker the ability to sense aberrations, celestials, elementals, fey, fiends, and undead within 30' of them. In addition the drinker can locate these creatures. The drinker can also sense if an area has been consecrated or desecrated. This potion lasts 10 minutes.

Rarity Level: Common

Spell: Detect Evil and Good

Creation Cost: 50gp

Creation Time: 2 Days

Soul Succor, Aberrations

Description: This potion is a silvery liquid with a highly reflective quality.

Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by aberrations. In addition aberrations have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.

Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: Tyrannosaurus Rex tooth
Effect: This component creates Greater Soul Succor, Aberrations which works exactly as the standard version except the duration is 1 hour.
Rarity Level: Rare **Creation Time:** 100 Days

Soul Succor, Celestials

Description: This potion is a silvery liquid with a highly reflective quality.
Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by celestials. In addition celestials have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.
Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: Chain Devil's chain link
Effect: This component creates Greater Soul Succor, Celestials which works exactly as the standard version except the duration is 1 hour.
Rarity Level: Rare **Creation Time:** 100 Days

Soul Succor, Elementals

Description: This potion is a silvery liquid with a highly reflective quality.
Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by elementals. In addition elementals have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.
Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: Clay Golem dust
Effect: This component creates Greater Soul Succor, Elementals which works exactly as the standard version except the duration is 1 hour.
Rarity Level: Rare **Creation Time:** 100 Days

Soul Succor, Fey

Description: This potion is a silvery liquid with a highly reflective quality.
Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by fey. In addition fey have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.
Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: eye stalk of a Beholder
Effect: This component creates Greater Soul Succor, Fey which works exactly as the standard version except the duration is 1 hour.
Rarity Level: Rare **Creation Time:** 100 Days

Soul Succor, Fiends

Description: This potion is a silvery liquid with a highly reflective quality.
Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by fiends. In addition fiends have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.
Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: Deva hair
Effect: This component creates Greater Soul Succor, Fiends which works exactly as the standard version except the duration is 1 hour.
Rarity Level: Rare **Creation Time:** 100 Days

Soul Succor, Undead

Description: This potion is a silvery liquid with a highly reflective quality.
Effect: This potion grants the drinker immunity to being charmed, frightened, or possessed by undead. In addition undead have disadvantage on attack rolls against the drinker. If the drinker is already charmed, frightened, or possessed when they drink the potion they receive a new saving throw and have advantage on this saving throw. This potion lasts 10 minutes.
Rarity Level: Uncommon **Spell:** Protection from Evil and Good **Creation Cost:** 250gp **Creation Time:** 10 Days
Power Component: Twig from a Shambling Mound

Effect: This component creates Greater Soul Succor, Undead which works exactly as the standard version except the duration is 1 hour.

Rarity Level: Rare

Creation Time: 100 Days

Tonic of the Sun and Moon

Description: This potion is black and white striped.

Effect: This potion grants the drinker the ability to understand any language they hear spoken for 1 hour. In addition, any creature which speaks a language can understand the drinker for the duration of the effect.

Rarity Level: Uncommon

Spell: Tongues

Creation Cost: 250gp

Creation Time: 10 Days

Unguent of Arachnids

Description: This oil is a sticky mess of white strands.

Effect: This oil grants the user a climb speed equal to their walking speed. In addition the user can walk on any surface, horizontal, vertical, or even upside down freely and without using their hands. This oil wears off after 1 hour.

Rarity Level: Rare

Spell: Spider Climb

Creation Cost: 2,500gp

Creation Time: 100 Days

Unguent of Hardness

Description: This oil is clay colored and has hard chunks.

Effect: This oil grants the user resistance to non-magical bludgeoning, piercing, slashing damage for 1 hour.

Rarity Level: Very Rare

Spell: Stoneskin

Creation Cost: 25,000gp

Creation Time: 1,000 Days

Vecna's Touch

Description: This potion is dark blue and crackles with a black energy. The vial is cold to the touch.

Effect: This potion grants the drinker the ability to syphon life from others to heal themselves. The drinker can make a melee attack dealing 2d6 necrotic damage to a target and regain Hit Points equal to half the damage of a successful hit. The drinker can make as many attacks as they wish and heal themselves to their Hit Point Maximum before the effect ends. The effect lasts 1 minute.

Rarity Level: Rare

Spell: Vampiric Touch

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Vampire Spawn dust

Effect: This component crafts Vecna's Touch, Greater which works exactly as the standard version except the damage is 3d6.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Vampire Spawn dust and Vampire Dust

Effect: This component crafts Vecna's Touch, Superior which works exactly as the standard version except the damage is 4d6.

Rarity Level: Legendary

Creation Time: 10,000 Days

Weapon Oil

Description: This oil shimmers silver and has tiny drops of red that float in it.

Effect: This oil is applied to a weapon and grants it a magic bonus of +1 to attack and damage rolls. The oil wears off after 1 hour.

Rarity Level: Rare

Spell: Magic Weapon

Creation Cost: 2,500gp

Creation Time: 100 Days

Power Component: Basilisk blood

Effect: This component creates Weapon Oil, Greater which works exactly as the standard version except the magic bonus is +2.

Rarity Level: Very Rare

Creation Time: 1,000 Days

Power Component: Gorgon iron bits

Effect: This component crafts Weapon Oil, Superior which works exactly as the standard version except the magic bonus is +3.

Rarity Level: Legendary

Creation Time: 10,000 Days

Shameless Self Promotion

Check out some of my other work:

Alchemy: Defined, Refined, and Usable	dmsguild.com
Blacksmithing: Defined, Refined, and Usable	dmsguild.com
Herbalism: Defined, Refined, and Usable	dmsguild.com
Tom's Tale: Slytherin's Heir	inkitt.com

Many more titles to come.....

Seriously, I work my tail off to bring the best at every turn and you are sure to love these as much as you do this; which you must if you made it this far into it. I mean, you are reading a promotional piece now and still into it. Think about it for a second, you are reading a commercial, we invented DVR's to skip this BS on TV, but you are expending valuable time and the precious resource of your brain power to read one. What better proof that you will enjoy my stuff?

Yeah, you might endure a scantily clad sex object cooing on TV about some product to ogle them, but there is no sexy here; only my words that amuse and delight. Every word specifically chosen to ensnare the senses and bring a little more dopamine to your brain. Tom's Tale can be read for free, enjoy it; you will beg for the next installment or I will give you a hardy shrug and a non-committal grunt.

In the gaming realm there are many more pieces to come; 2 different and completely new monsters, a spell compendium of over 50 new spells for all spell casting classes, and (if I can figure out to scan/download or whatever the hell I need to do to get it on my computer) a fully developed continent with cities, dungeons, towns, and unique features as never before seen in the gaming world. The plans to get more excitement into our game has no limit, I sleepwalk through this world of cold economics, politics, and stagnation dreaming of our world; the gaming world where our dreams come to life and every day is an adventure as beautiful, exotic, and amazing as us.

Now, let's roll some dice and some fun.... (After you finish reading my stuff!)

Stay Awesome,

Chris

Credits

Because no one operates alone, I rely on the following:

Justin Knutter- Editing and Proofreading

Check out his work:

Monster Catcher, Class

Tower of the Slime Wizard, Adventure

Lair of the Fumarole Dragon, Adventure

Slade Grayson- The Awesomeness

Check out his latest release from Permuted Books

Autumn Moon

Check out his latest release from Razor Wire Publishing

Blake 21