



Chaotic Concoctions

100 potions, drinks, poisons and more to help or harm

D100 Table

1	“ “	51	Morpha Capychoerus
2	?	52	Morpha Chillidae
3	A Loud Sip of Unease	53	Morpha Magawa Gambia
4	A Staggered Infection	54	Morpha Mustidae
5	Agimo's Lab Table Tonic	55	Morpha Terrapin
6	Arcane Fire	56	Necogol Beer
7	Astral Exchange	57	Neptune's Domain
8	Astral Meridian	58	New You
9	Babel Rum	59	Night's Grace
10	Backblast	60	Noodle Pop
11	Bask Bark Tea	61	Old Chalice
12	Bay Tussin	62	Paperpouch
13	Best Kept Secret	63	Piece Potion Bishop
14	Blinker's Twin	64	Piece Potion King
15	Body of Viper	65	Piece Potion Knight
16	Canopus Beacon	66	Piece Potion Pawn
17	Cat Nap	67	Piece Potion Queen
18	Catbird's Wind	68	Piece Potion Rook
19	Charmers Gamble	69	Pirus Coffee
20	Chucklehuff	70	Polarbrew
21	Cluck Call	71	Pure Preen
22	Cortex Oil	72	Quick Pick
23	Cranked Moves	73	Racjog Coffee
24	Dark Crescent	74	Radiant Smile
25	Daywalker	75	Rastaban's Crystal Water
26	Drop Tree Tea	76	Sarona Rum
27	Faerie Dragon Perfume	77	Scale Meld
28	Fenghuang Spice Tea	78	Scale Sense
29	Finforth	79	Scurry
30	Fire Lung	80	Smogshake
31	Frostwind Shield	81	Soul Reaction
32	Griffons Pop	82	Sprint Juice
33	Griffons Scratch	83	Star Struck
34	Halador's Lunch-n-Bottle	84	Sun Salve
35	Headspace	85	Supercharge
36	Herovox's Flex	86	Swamp Flush
37	Inkypath	87	Sword Eyes
38	Iron Haze	88	Taiestra's Celebration Wine
39	Jump Juice	89	The Chessmaster
40	Kawa Koshi Tea	90	The Echo
41	Kerensa Light Touch	91	The Final Breath
42	Khamb's Shout	92	The Fourth Eye
43	Light Crescent	93	The Rosetta Stout
44	Linagold Tree Seed Tea	94	The Soulsight
45	Mage Muscle	95	Unstoppable
46	Mastercrafted Nature	96	Valerian Tea
47	Mind Blurt	97	Vanguard
48	Mind Canary	98	Wandertrip
49	Mind Swivl	99	Wyvern's Shot
50	Monasteries Medicine	100	Zavas Tea

A

“ ”

No label, no name, no icons at all on this bottle. The drink is invisible to the eye but you clearly feel a liquid inside the bottle if you were to hold or shake the bottle around. Any spell, item or other means to see through invisibility will see the drink is pitch black in color. Once consumed roll a 1D4 to determine an effect from the table below.

D4 Effect

- 1 Your arms become invisible and you gain advantage on any Slight of Hand checks for 1 minute.
- 2 Your head becomes invisible for 1 minute.
- 3 The next living creature you touch within the next minute not including yourself becomes invisible for 1 minute.
- 4 You gain the ability to cast Silence for 1 hour. If you already know the Silence spell add an additional 10 minutes to the duration.

?

A potion that is a prismatic mess of colors slowly in motion trying to mix and dissolve but failing to do so. Using an action you can consume this potion and roll a 1D10 using the table below to see what has been consumed and what immediate effect if any takes place.

D10 Effect

- 1 1 Healing Potion
- 2 1 Potion of Water Breathing
- 3 1 Elixir of Health
- 4 1 Mug of Beer
- 5 1 Cup of Warm Holy Water
- 6 1 Glass of Common Wine
- 7 1 Glass of Ice Cold Milk
- 8 1 Potion of Posion
- 9 1 Superior Healing Potion
- 10 1 Potion of Heroism



? Potion

A loud sip of unease

For 1 minute if you use the Thaumaturgy spell to increase the volume of your voice any creature within a 50ft radius that can hear you must succeed on a Wisdom saving throw or become Frightened. The Frightened condition ends at the end of your next turn on all affected creatures or if any of the affected creatures moves more than 50ft away from you.

A Staggered Infection

This potion has no effect on creatures that are immune or resistant to necrotic damage. When you consume this potion you gain the Infected status effect for 1 hour. While Infected you take two levels of exhaustion and 4D4 Necrotic damage every minute for 1 hour. Additionally if an Infected creature moves within 5ft of another living creature they must make a DC 15 Constitution saving throw. Those that save are immune to the potions effects permanently. Creatures that are immune or resistant to necrotic damage, save automatically. Creatures that fail are now Infected for 1 hour starting at the time of the DC failure. The Infection can be cured with the Lesser Restoration spell or a Greater Healing potion or better.

Agimo's Lab Table Tonic

A strong perfectly clear liquid with a strong burn when consumed. It's believed this is a neutralizing agent for alchemy experiments turned into a drink for the foolish or brave. Drink and roll a 1D4 for a random effect that takes effect immediately after consumption.

D4 Effect

- 1 You become Invisible for 1 minute
- 2 You are Blinded for 1 minute
- 3 You are Polymorphed into a Rat for 1 minute
- 4 For 1 hour you are overcome with a sense of peaceful and calm euphoria. During this time you are immune to psychic damage and any attempt to read your thoughts or scry your location automatically fails.

Arcane Fire

A thick clear looking drink mixed with poblano peppers for an extra spicy aftertaste and a sense of what is to come. When you consume this potion you take 1D4 Fire damage. For the next 10 minutes any cantrips that deal damage adds an additional 1D4 Fire damage on a successful hit.

Astral Exchange

A milky cold drink with a sparkling dim silver glow. Once consumed you are instantly teleported to a pocket dimension shared by a large sized Silver Dragon. The dragon will ask for 1 silver. You can understand this request regardless of languages spoken and/or understood. If you give the dragon 1 silver you are returned back to your original location with an item in your hands. Roll 1D100 using the Trinket List in the Player's Handbook (Pg.160-161) to determine what item you have. If you offer another currency, give or say nothing you are ejected from the dimension with nothing. If you threaten, act aggressively or attempt to attack the dragon you take 4D8 Psychic damage and are ejected back to where you were with nothing.

Astral Meridian

A dark purple and lavender scented potion. Once consumed for 1 minute your body becomes a ghostly translucent white. While in this form you are resistant to all physical attacks but vulnerable to all magical attacks. After 1 minute, all effects end, your body returns to normal and immediately roll a 1D8 using the table below to determine any after effects from this experience.

D8 Effect

- | | |
|-----|---|
| 1 | You are teleported to the Astral Plane |
| 2 | You take 5D10 Force damage |
| 3-6 | You are teleported 100ft away in a random direction landing prone |
| 7-8 | You gain the effects of the Foresight Spell for 1 minute |

B

Babel Rum

A daze inducing rum with an intense vanilla and cinnamon aroma. When you consume this drink you lose the ability to speak normally for 1D4 minutes. If you attempt to speak, your voice sounds like you're speaking in tongues with a mix of different dialects, languages and words coming out. During this time you can understand and comprehend all languages that you can hear.

Backblast

An oily potion that is applied to a creature's hands, not consumed. Once applied your unarmed strikes attacks deal an additional 4D4 fire damage for 1 minute. Each unarmed attack you make regardless of hit or miss deals 2D8 force damage to yourself and any creature in a 5ft radius originating from you.

Bask Bark Tea

A dark green leafy tea with a faint after taste of mint. For 10 minutes an Illusory effect of glowing green leaves fall all around you from 5ft above. While under this effect you have a 5ft radius of dim light centered on you. The falling leaves move with your movement and disappear when they hit the ground or fall more than 5ft from you. If you are traveling in a Forest environment you gain an extra 10ft of movement.

Bay Tussin

A thick syrup-like drink that has a bitter nauseating taste. When you consume this drink you are stricken with sudden vomiting for one action and take one point of exhaustion in exchange for removing and/or curing one Poison and/or Disease affecting the drinker.



Best Kept Secret

When you consume this potion for 1 hour your voice becomes extremely soft and muted. Speaking or even shouting will only be heard if a creature is within 5ft of you. Using an action you can hold your open palm over your mouth and speak up to 15 words into your palm and then touch a surface. The surface is marked with a tiny sized sigil. The sigil can be any color, shape or mark of your choice. You can only have up to 3 sigils active at one time. The sigil lasts for 10 minutes and if touched by any other living creature the 15 word message plays mentally in the creature's mind and the sigil fades away. The potions effects can be ended early by the lesser restoration spell, taking a short rest or consuming any healing potion.

Blinker's Twin

2 drinks for the price of one? Sadly no. This drink is split into two separate but binded corked bottles with instructions to be enjoyed with a friend. The drink is meant to be shared between two individuals. If both drinkers take an action to drink their separate bottle at the same time for 1 minute both individuals gain the ability to Blink. Using an action a drinker can Blink to teleport and swap places with the other drinker. This action can only take place as long as the other does not resist and is within 100 feet of the other.

Body of Viper

When consumed you feel a tightness in the chest as breathing becomes briefly labored for a few seconds. For 1D10 minutes you are immune to Poison damage. Additionally each time you end your turn inside any gas cloud that does Poison damage you regain 1D8 + your current level in hit points.

C

Canopus Beacon

When you consume this potion that contains a mote of light you shed dim light in a 10ft radius centered on you for 1 minute.

Cat Nap

A dried root tea with an earthy taste that is consumed before the start of a short rest. Once consumed the amount of time needed for a full short rest is reduced by half. If any hit dice are rolled at the end of the short rest choose one dice and count it as maximum.

Catbird's Wind

Once consumed, your arms grow griffon wing sized feathers that remain attached to you for 1 hour. As long as you wear light armor or less you can use them for a series of beneficial actions. Using an action you can wave your arms downward as you jump to double your jump height. You gain an additional 20ft of movement speed if you take the Dash action. You can use your reaction when you fall to reduce any falling damage you take by half. At the end of the hour the Griffon feathers fall out harmlessly and 2D20 Griffon Feathers can be collected if the player so wishes.

Charmers Gamble

A common rumor is that this potion is a less powerful sample of a drink made in bardic colleges as a bit of liquid courage before performances. Once consumed, flip a coin. Heads, your eyes become bright with a faint diamond like twinkle in the iris. For one minute you gain an additional 1D4 to any Persuasion checks. Tails, your eyes become dark with a faint mahogany aura in the iris. For one minute you gain an additional 1D4 to any Intimidation checks.

Chucklehuff

A practical joke potion with a faint apple-like taste. When consumed by any living creature they are overcome with laughter and are Incapacitated in this delirious state for 1 minute. This effect can be ended early if any other creature than the one affected uses an action to shake the creature and snap them out of their hilarious state.

Cluck Call

A thick yellowish potion that is rich with a soybean aroma. If consumed this potion restores 1D4 HP. If fed to a female chicken (hen) the chicken lays 1D10 eggs. Eggs can be consumed.

Cortex Oil

Odd extract mixed into a powerful small vial that gives your brain a little bit of a boost if applied to the head. Once applied For 1 minute any spell with a casting time of 1 action can be cast as a bonus action. While under this effect each time you cast a spell as a bonus action you take 1D4 x 10 physic damage.

Cranked Moves

Potion with a robusta bean coffee taste that gives the drinker a boost, for a price. When consumed for the next 10 minutes add an additional +10 to any Acrobatics and Athletics checks made and add an additional 30 feet to your movement speed. At the end of the 10 minutes you gain 1D4 levels of exhaustion.



Canopus Beacon



Catbird's Wind



Chucklehuff

D

Dark Crescent

A jet black potion with a harsh oil-like scent. If consumed at night you gain advantage on any Stealth checks you make for the next 5 minutes. If consumed during the day time you gain no positive or specific effect from this potion.

Daywalker

This potions effect only lasts between the hours of 7:00am to 7:00pm once consumed. For every 500ft traveled you heal 1D6 hit points. Travel must be done outdoors and the potion effects subside early if you take a long rest.

Drop Tree Tea

Not the entire tree goes into a cup, just the flowering bud that absorbs rainwater and when it becomes too heavy it falls to the ground to be collected and used for making this magical tea. Once consumed you feel a connection to nature all around you. For 10 minutes you are immune to any damage from Druid Cantrips. At the end of the 10 minutes roll a D20, on Evens the effect ends normally, on Odds you take 2D10 poison damage as the connection fades away.

F

Faerie Dragon Perfume

A bright pink vial and smells of sweet cake that is applied anywhere on the skin. Once applied 1D4 Faerie Dragons will appear and follow you for 1 minute. The Faerie Dragons will demand anything sweet. These odd Faerie dragons may seem annoying poking at you occasionally making noises but they are non hostile. If nothing is given they will disappear harmlessly but very angry. If you give them a sweet treat of any kind, they will give you 3 random items from the Adventuring Gear table (Pg150 of the PHB) of the DM's choice. Any intimidation or attack action will cause them to flee and disappear early.

Fenghuang Spice Tea

A red bubbling tea that once mixed needs no heat to brew and remains perfectly hot for up to 8 hours after mixing with water. Roll a 1D4, on a 1 through 3 you take 4D4 fire damage but gain resistance to Cold damage for 1 hour. On a 4 you gain resistance to Cold damage and grow fiery phoenix-like wings and tail feathers giving you a flying speed of 10ft for 30 minutes.

Finforth

An extremely salty potion with pieces of seaweed in the liquid. It's usually advised to drink some water after consuming. Once consumed, webbing grows between your fingers and toes instantly and will remain for 1D4 minutes. While you have this webbing you have a swim speed of 50ft. To use this swim speed you cannot wear gloves, boots or any other kind of covering that covers hands and feet.

Fire Lung

This brown and red bottled potion smells of smoke, is warm to the touch and has an aroma of burned coffee beans.

For 1D6 minutes you can use an action to Inhale near any tiny or small sized source of non-magical fire such as a candle or burning torch. The source of fire is then extinguished. Using a bonus action you can Exhale which unleashes a 10ft cone of fire dealing 4D4 fire damage. If you do not exhale at the end of your turn you take 4D4 fire damage as the fire and heat dissipates within you.

Frostwind Shield

A sweet potion that has hints of lime and lemon that feels near frozen when touched or drunk. After drinking for 1 minute you gain damage mitigation against any icy cold attacks. If you receive any Cold damage subtract 2D4 Cold damage from the total Cold damage received.

G

Griffons Pop

Half of all drinkers report a light headed feeling after finishing this dark fruit and malty small potion. Once fully consumed your head polymorphs into a Griffon for 1 minute. You retain your knowledge, intelligence and memories however you lose the ability to speak. Any time you do it only comes out as chirps, squawks and other bird-like noise.

Griffons Scratch

A light colored potion with hints of white grape that leaves you with a tingling sensation in the palms. For 1 minute your nails on your fingers harden and become sharp. Any unarmed attacks during this time does an additional 2D4 slashing damage on hit.

H

Halador's Lunch-n-Bottle

A drink created by an Engineer that needed something simple and hardy to keep him going during long work days. This drink counts as a full meal and provides nourishment for one day. Additionally you gain the ability to touch one non magical damaged or broken Tiny sized object and repair it fully.

Headspace

When you drink this potion you are under the effects of the Confusion spell for 1 minute. During this time if you are able to take an action normally and make an attack action using a spell that spells damage is now empowered. When you roll for spell damage, any 1's or 2's can be re-rolled once. Any spell that requires an attack roll, an 18 or 19 count as a critical hit.

Herovox's Flex

Once this chalky thick potion is consumed for 30 minutes your hit point maximum is reduced by half but you gain a temporary 1D4 boost to your current AC. Your health and AC return to normal after 30 minutes.

I

Inkypath

Thick slurry like paste with a potent ink scent. The bottle has a warning not to breathe this mixture deeply. When you apply this pasty potion to the bottom of your feet with an action regardless of what gear, shoes or boots you have equipped for 1D4 x 100ft you leave a visible trail of footsteps of ink on the surface of the ground you walk on. The trail cannot be cleaned or removed by normal means and is waterproof but can be cleaned with a Prestidigitation spell. The trail evaporates after 1 hour.

Iron Haze

When you drink this potion your Intelligence and Wisdom score drop to 10 and you gain immunity to all Psychic damage and any spells that attempt to read or control your mind and thoughts for 1 minute.

J

Jump Juice

This bubbling dark purple drink smells of pomegranate fruit and the liquid inside the bottle seems to slosh side to side on its own. When you drink this potion you are instantly teleported 1D6 x 10 feet directly up into the air.

K

Kawa Koshi Tea

A strong tea commonly served during and after intense training sessions at monasteries and training yards commonly used by monks and visitors alike. When you drink this tea roll a 1D4 to gain a random beneficial effect using the table below.

D4 Effect

1	Heal 2D6 +6 HP
2	Gain 2D6 Temporary HP for 1 hour
3	Gain +5 to Athletics and Acrobatics skill for 1 hour
4	Gain Resistance to Bludgeoning damage for 1 hour.

Kerensa Light Touch

When you drink this potion any item you hold gains 5ft of dim light for 5 minutes. The light is always yellow and fades if you pick up another object. You can hold two items and have the same effect but the amount of light does not change.

Khamb's Shout

A strong potion commonly enjoyed by Bards before a vocal or musical performance. When you drink this potion For 1 minute you are under the effect of the Thaumaturgy spell giving your voice a booming loud volume. Additionally any instruments you play carry the same level of volume as your voice.

L

Light Crescent

A lemony and slightly grassy tasting potion. When you consume this potion during the day you gain the ability to see invisible creatures and objects up to a range of 30ft for 5 minutes. If consumed during the night time you gain no positive or specific effect from this potion.

Linagold Tree Seed Tea

A light tea with a tinge of yellow that's usually served in a highball glass so the drinker can see the layers of roots at the bottom and seeds floating mid level of the glass. When you drink this tea you gain resistance to Bludgeoning damage but gain vulnerability to Slashing damage for 1 minute.

M

Mage Muscle

When you drink this potion for 30 minutes you can cast the Mage Hand cantrip. If you already know Mage Hand the amount of weight the mage hand can carry or move is doubled.



Mastercrafted Nature

Drinking the potion gives you use of the Druidcraft cantrip for 1 hour. If you already know the cantrip the range of this spell is doubled. The sensor to predict weather is increased to 72 hours and lasts 3 rounds. Any harmless sensory effects created affect a 10-foot cube.



Mastercrafted Nature

Mind Blur

A bittersweet cider in a colorful wrapped label bottle. When you drink this for 5 minutes you are under the effects of the Detect Thoughts spell. If you attempt to use this spell while under the effects of this drink you will be compelled to scream out the thoughts and/or emotions you are picking up on. You can resist yelling out what you are able to pick up by passing a DC 15 Wisdom check for each separate attempt.

Mind Canary

A potion mixture that tastes of mixed berries and oats. When you drink this potion for 10 minutes if an attempt is made to scry the location, detect thoughts or charm a person is made against you or any living creature within 30ft you're immediately alerted to the attempt regardless of success or failure. The effects of this potion gives you no extra information of who, what or where the scrying, detection or charming attempt came from but you do know who the target was.

Mind Swirl

When you drink this potion For 1D10 minutes your mental awareness is heightened giving you advantage on Perception checks. Additionally if you fail any concentration check roll 1D6 and add the result to the total potentially changing the failure to a success.

Monasteries Medicine

Prerequisite: At least 1 Level in Monk Class

When consumed your entire Monk Ki pool is depleted. For every point of Ki removed you heal for 1D10 hit points.



Monasteries Medicine

Morpha Capychoerus

A light brown coffee colored potion that transforms the drinker into a Capybara for 1 hour under the spell effects of the Polymorph spell. While transformed, use the stat page below for the Capybara.

Capybara

Tiny Beast, neutral good

Armor Class 7

Hit Points 5 (1D6 - 1)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
2(-4)	12(+1)	10 (+0)	4(-3)	10(+0)	4(-3)

Skills -

Senses passive Perception 13

Languages -

Challenge 0 (10XP)

Peaceful Vibe. All attacks made against the Capybara are made with disadvantage.

Resting Aura. Creatures within 15ft of the Capybara that take and finish a short rest regain an additional 2D6 hit points.

Actions

Bite. Melee Weapon Attack. +0 to hit, reach 5ft, one creature. Hit 1D4 piercing damage.

Morpha Chillidae

A grey colored potion that transforms the drinker into a Chinchilla for 1 hour under the spell effects of the Polymorph spell. While transformed use, the stat page below for the Chinchilla.

Chinchilla

Tiny Beast, unaligned

Armor Class 10

Hit Points 5 (1D6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
2(-4)	15(+2)	12 (+1)	4(-2)	10(+0)	4(-3)

Skills Acrobatics +5

Senses passive Perception 12

Languages -

Challenge 0 (10XP)

Wallrun. The Chinchilla can move along vertical surfaces up to 10ft without falling.

Actions

Bite. Melee Weapon Attack. +0 to hit, reach 5ft, one creature. Hit 1D4 piercing damage.

Dust Cloud. You spin rapidly on the ground unleashing a cloud of dust into the air centered on you. The dust cloud extends in a 5ft radius and height. Any ranged attacks made against a creature inside the dust cloud are made with disadvantage. The dust cloud settles and fades away at the start of your next turn.

Morpha Magawa Gambia

A light brown coffee colored potion that transforms the drinker into a Magawa Gambia for 1 hour under the spell effects of the Polymorph spell. While transformed, use the stat page below for the Magawa Gambia.

Magawa Gambia

Tiny Beast, unaligned

Armor Class 10

Hit Points 4 (1D4)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
2(-4)	12(+1)	10 (+0)	4(-3)	10(+0)	4(-3)

Skills Perception +7

Senses passive Perception 14

Languages -

Challenge 0 (10XP)

Keen Detection. The Gambia has advantage on Wisdom (Perception) checks. Additionally the Gambia can search for non magical traps at a normal pace, instead of only a slow pace.

Actions

Bite. Melee Weapon Attack. -1 to hit, reach 5ft, one creature. Hit 1D4 piercing damage.



Morpha Mustidae

A dark green colored potion that transforms the drinker into an Otter for 1 hour under the spell effects of the Polymorph spell. While transformed use, the stat page below for the Otter.

Otter

Tiny Beast, unaligned

Armor Class 12

Hit Points 5 (1D6)

Speed 25ft, Swim 40ft

STR	DEX	CON	INT	WIS	CHA
12(+2)	10(+0)	12(+2)	6(-2)	10(+0)	4(-3)

Skills Athletics +5

Senses passive Perception 10

Languages -

Challenge 0 (10XP)

Fish Fear Me. In this form during a short or long rest if you spend time gathering food in or under any body of water you find enough food to feed up to four people.

Actions

Bite. Melee Weapon Attack. -1 to hit, reach 5ft, one creature. Hit 1D4 piercing damage.

Morpha Terrapin

A yellowish colored potion that transforms the drinker into a Tortoise for 30 minutes under the spell effects of the Polymorph spell. While transformed use, the stat page below for the Tortoise.

Tortise

Small Beast, unaligned

Armor Class 12

Hit Points 10 (2D4)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
12(+4)	6(-3)	12(+2)	6(-2)	10(+0)	4(-3)

Senses passive Perception 14

Languages -

Challenge 0 (10XP)

Hardened Shell. You are resistant against slashing and piercing damage.

Actions

Bite. Melee Weapon Attack. -1 to hit, reach 5ft, one creature. Hit 2D4 piercing damage.

Withdraw. Withdraw into your shell. Until the start of your next turn your speed is 0 but gain +5 to AC

N

Necogol Beer

A tart taste that some drinkers think it's beer that has gone bad. When you drink this you take 2D6 Necrotic Damage, however you cough up 1D4 Gold immediately after.

Neptune's Domain

For 30 minutes you have a swimming speed of 20 feet and can breathe underwater but are vulnerable to Lightning damage.

New You

A fizzy drink common among thieves and con artists. Outlawed in most major cities it still can be found in the right places at the right times if you know what to ask for. When you drink this potion your hair instantly falls out leaving you completely bald. Additionally roll a D6 to determine your new eye color. On a 1 your eye color changes to Brown. 2, your eye color changes to Green. 3, your eye color changes to Blue. 4, your eye color changes to Red. 5, your eye color changes to Silver. 6, your eye color changes to Gold. The change is permanent and your hair will begin to regrow at its normal natural pace after 24 hours.

Noodle Pop

A fizzy, sweet and slightly tart champagne pomegranate drink that draws attention with its ruby red glow when poured fresh into a glass. When consumed you summon the Noodle Dragon, a long thin bodied wingless dragon for 1 hour. During this time if you make any Performance or Persuasion checks add an additional 1D8 to the roll as the dragon will spin, dance, sway and attempt to mimic any physical action you make. The dragon disappears if it takes any damage or after an hour but can also be dismissed early as a bonus action if you choose to do so.



Old Chalice

An old sacramental wine with a potent aroma that can be relaxing and calming to smell. When you drink this wine for 1 minute you gain +15 to Religion and History skill checks. At the end of the minute roll a D20, on a 1 you age 1D4 years permanently.



Papertouch

This oil must be applied to your hands to gain any effect. Your hands will quickly feel rough as paper when applied. Librarians and collectors of material press, papers or books will hate you if they see you use this or know you have this oil on you. For 1D6 minutes you can use an action to touch an object made of paper and instantly destroy and shred the object into pieces. To destroy a Book or collection of papers more than 2 separate sheets of paper the book or bundle of paper must be held for 1 minute. This ability does not affect magical items.

Piece Potion Bishop

When you drink this potion you gain a semi visible aura of protection around you increasing your AC by 1 for 1 minute. Additionally during that minute you can use a bonus action to touch one creature and heal them for 1D4 hitpoints.

Piece Potion King

A strong golden sparkling potion similar to champagne. When you drink this potion you feel the weight of responsibility and leadership on your shoulders as your speed is halved and you lose the ability to make reactions for 1 minute. However during this time you gain the ability to Mark a target. You can Mark only one target at a time with a bonus action. Once marked all attacks made against that target are made with advantage.

Piece Potion Knight

When you drink this potion for 1 minute you gain the knowledge and ability to cast Dimension Door. You can cast this spell without any verbal or material components. If you already know the spell Dimension Door, its casting time changes to a bonus action while under the effects of this potion.

Piece Potion Pawn

When you drink this potion for 1 minute you gain an additional 10 feet of movement speed. Additionally during this time your extra speed can prove beneficial in combat. If a creature moves within your attack range you can use your reaction to make one attack against the creature if you wish to do so.

Piece Potion Queen

Dark blood like red potion in an ornate silver rimmed bottle. When you drink this potion for 1 minute any attack you roll damage for that lands on a 1 can be rerolled once. Additionally, you gain an additional 15 feet of movement speed and ignore any difficult terrain.

Piece Potion Rook

Dark red and thick it smells of a potent healing potion. When you drink this potion you gain 2D20 temporary hit points. Additionally for 1 minute you gain resistance to Poison, Necrotic and Acid damage.

Pirus Coffee

Jet black coffee that gives your entire body a warming sensation instantly. When you drink this coffee for 1 minute any unarmed attacks you make that hit deal an additional 1D4 Fire damage.

Polarbrew

This potion has nothing to do with the cold but instead makes you quite magnetic. When you drink this potion for 1 minute any metal objects within a 5 foot radius and weigh less than 1 pound are pushed from you. If you attempt to pick up any Metal object under these effects you must succeed a DC 10 Dexterity check in order to grasp and hold the object.

Pure Preen

A smooth oily lotion meant for medium or smaller sized flying creatures. Using an action the oil is applied to the wings. Once applied for 1D4 minutes you gain advantage on Dexterity checks and an additional 15ft of flight speed.



Quick Pick

An oil potion that is applied to a creature's hands, not consumed. Once applied for 1 minute you gain +10 to Sleight of Hand skill checks and any item you touch or pick up becomes stuck to your hand for 1 hour. You cannot touch or hold another item once one item has been stuck per hand. To end the adhesive-like effect early you need to submerge the hand with a stuck item in water for 1 minute.



Racjog Coffee

A dark and rather bitter coffee commonly made from an assortment of different grounds as a last minute attempt to make a full cup of anything to drink. When you drink this coffee for 1 minute any successful Shove action against a target is pushed an additional 10ft away from you.

Radiant Smile

When you drink this minty peppermint tasting potion your teeth are cleaned perfectly and have a shining glow to them for 1 minute. During this minute if you take an action to Smile Wide, you unleash a 15ft foot cone of radiant light. Each creature in the cone takes 2D8 radiant damage. This action can only be done once but your teeth remain white and cleaned.

Rastaban's Crystal Water

A flawlessly clear looking ice cold water potion that when consumed you restore 3D6 hitpoints and remove one point of exhaustion. After drinking you immediately fall prone coughing up gems worth 3D6 GP.



Sarona Rum

A dark rum commonly used for cooking but just as commonly enjoyed as a drink. Immediately after consuming you burp a 10ft cone of fire that can deal 2D6 Fire Damage.

Scale Meld

Once consumed you gain tiny dragon scales like patches of white, blue and red over your skin covering roughly 10% of your body. For 5 minutes you gain resistance to Fire, Cold and Lighting damage but are vulnerable to Piercing, Slashing and Bludgeoning damage. After 5 minutes the scales fall harmlessly off and can be collected gaining 1D10 White, Blue and Red dragon scales.

Scale Sense

When you drink this potion for 1 hour you gain powerful senses for dragons that may be in the area. You know the location of any Adult or older dragons within 1 mile. You know any lair actions of an Adult or older dragon is capable of if you are in or 100ft of a dragon's lair. You understand Draconic but cannot speak or write it

Scurry

For 1 hour you have the ability to reduce your size and avoid damage from an attack. When you are hit by an attack you can use your Reaction to reduce your size to Tiny turning the hit into a miss. You can only use this reaction once within the hour time frame. This size reduction counts as Reduce from the Enlarge/Reduce spell and lasts 1 minute. During the minute while in your smaller form you gain an additional 30ft of movement speed. You can use an action to return to normal size after 1 minute of time or if you are reduced to 0 hit points.

Smogshake

A cloudy unfiltered rice wine that can be shaken to turn clear. Shaking the drink takes a free action. If consumed before shaking you begin to cough terribly as a thick gas escapes from your mouth and creates a 15ft radius fog cloud centered on you for 1 minute. If consumed after shaking you can use an action to burp a 15ft cone of noxious smog that does 2D4 Necrotic damage. You can only choose to use this extra action for 1 minute after consuming the shaken drink.

Soul Reaction

A non lethal poison that gives you painful headaches. When you drink this potion for 3 turns or 1 minute you have disadvantage on skill checks and attack rolls. When you are hit with an attack you can use your reaction to halve the damage. Once the total damage is halved you unleash a psychic shout in a 30ft radius around you. Creatures with an Intelligence score of 2 or lower are unaffected. All living creatures within 30ft of you must make an Intelligence saving throw. On a failed save the target takes 6D6 Psychic damage. On a successful save, creatures take half as much damage.

Sprint Juice

A bubbling and fizzy juice with a sweet after bite that can give you a quick boost in a pinch. When consumed you gain an additional 15ft of extra movement for 1 minute.



Sprint Juice

Star Struck

For 10 minutes you glow with a faint silvery aura that sheds 10ft of dim light. You have disadvantage on Stealth checks during this time. Any attack you make deals an additional 2D4 radiant damage on hit. At the end of the 10 minutes the Light cantrip is cast on you centered atop of your head. The light is colored white and shines 5ft of bright light and 5ft of dim light and lasts for an additional 30 minutes. The light can be dismissed early if you choose so with a free action.



Star Struck

Sun Salve

A salve made during an experiment to harness sunlight, this byproduct is available to those that want to enjoy the sun's radiance. This can be applied using a bonus action. When you use this salve on a creature a ring of green leaves will quickly grow around your head and remain there for 1 hour. During that time you are vulnerable to Fire damage but resistant to Radiant damage. The effect can be ended early if you take an action to pluck the leaves out.

Supercharge

When you drink this potion for 1 hour any ranged spell attack that does lightning damage ignores the material component cost. On a hit roll a D20. On an even roll and add an additional 1D8 thunder damage. On an odd roll you take 1D8 thunder damage.



Supercharge

Swamp Flush

It has a disgusting taste that makes even the most seasoned drinker recoil. After finishing this drink you begin to sweat furiously as your body temperature increases rapidly. You are cured of any poison and/or disease you are suffering from but your clothes become soaked in sweat and a putrid body odor emits from the body. Anyone within 10ft of you can smell it clearly. This odor fades after 1D6 minutes or if the drinker takes an action to submerge themselves in any body of water.

Sword Eyes

When you drink this potion for 1 minute, if you look into the eyes of any creature within 5ft of you they must make a Wisdom saving throw or become frightened for 1 minute on a failed save. This has no effect on creatures that are immune to being charmed.



Swamp Flush

T

Taiestra's Celebration Wine

A dark red wine with a rich after taste. Looking closely at the bottle you see sparkling specks of light that almost look like diamond grains of sand. When you drink this wine roll 1D4 and use the celebration wine table below to see how it will affect you.

D4 Effect

- | D4 | Effect |
|----|--|
| 1 | 1D20 copper appears in front of you. |
| 2 | You gain 1D20 temporary hit points. |
| 3 | You levitate for 1 minute up to a height of 5ft. Any Persuasion checks gain an additional 1D4. |
| 4 | You become drunk for 1 minute now suffering the effect of the Otto's Irresistible Dance spell. |

The Chessmaster

A nearly empty potion bottle with a small amount of violet liquid at the bottom. When consumed on its own the potion gives you advantage on any Intelligence or Wisdom checks for 1 hour. However, if mixed with All 6 Piece Potions (Page 9 of Chaotic Concoctions) and then consumed you also gain the effects of the Foresight spell for 1 hour.

The Echo

This unassuming drink is clear as water but with its faint peppermint taste will at least make your breath fresh after consumption. Immediately after drinking for 1D4 minutes your voice no longer comes from your mouth but from the empty bottle. The effect can be ended early if the bottle is destroyed or if the drinker moves more than 30ft away from the bottle. Additionally if the bottle is corked or closed with similar methods your voice can no longer be heard from the bottle at all. After the time has expired your voice is returned to normal and not the bottle.

The Final Breath

When you drink this potion for 5 minutes you become cold to the touch and feel lethargic. During this time your movement speed is halved and you gain the ability to see the manner of how a creature died. Using an action you can touch a once living creature and briefly through their eyes see the final moments before death. The moment is only 5 seconds long and can only be seen if the creature died within 24 hours.

The Fourth Eye

Drink and for 12 hours you become Blind. During this time under the effects of the potion Invisible creatures and objects within 100ft are highlighted in a ghostly silver aura. Anything written in Invisible Ink becomes clear and legible as if it's not hidden at all. All effects can be ended early with a Lesser Restoration spell or at the end of a long rest.

The Rosetta Stout

When you drink this potion roll 1D8 to determine a language from the table below. For 1 hour you now know how to speak and comprehend the language you roll. This roll adds nothing extra if you already know how to speak the language.

D8 Effect

- | D8 | Effect |
|----|-----------|
| 1 | Orcish |
| 2 | Elvish |
| 3 | Giant |
| 4 | Auran |
| 5 | Sylvan |
| 6 | Draconic |
| 7 | Celestial |
| 8 | Infernal |

The Soulsight

When you drink this potion for 10 minutes your vision becomes monochromatic only seeing shades of grey. Only brief hues of color are visible depending on the actions of individuals within 50ft of your visual range. Creatures or items that are performing a form of Scrying will glow Blue. Anyone using Intimidation against another regardless of its success or effect will glow Yellow. Any living creature with a Chaotic Evil alignment will glow Red. Any creature with an active spell or item that safe guards them from Divination magic are immune to the potions effects.

U

Unstoppable

When you drink this potion and you gain 1D100 temporary hit points.

V

Valerian Tea

A light tea with pink flower pieces that has a calming scent. When you drink this tea Roll 1D4. On a 1 you fall Unconscious for 1 minute. On a 2 through 4 you heal 6D6 hit points.

Vanguard

A dark coffee commonly prepared for soldiers, guards and any others that need to be on an early morning watch. When you drink this coffee for 1 minute you gain +10 to Perception and Insight skill checks. At the end of the minute roll a D6. On a 1 you gain one point of exhaustion. On a 2 through 5 the +10 to Perception and Insight last for 1 hour. On a 6 your Perception and Insight skills gain the +10 bonus until your next short or long rest.

W

Wandertrip

A bright green drink with a slight sugary taste. On the bottle is a picture of two Faerie Dragons fighting each other. When you drink this concoction the drinker rolls a 1D4 to determine the drinker's hallucination. The hallucination lasts for 10 minutes but the effect can be ended early if the drinker takes any damage or if another creature takes an action to shake and snap the drinker out of the hallucination early.

D4 Effect

- 1 You hear snickering and faint laughter coming from someone within 15ft of you.
- 2 You believe you are standing 100ft in the air.
- 3 You see 100 Crows swarming and pecking you.
- 4 Any paper or cloth you see within 15ft you think is chocolate and are cover come with an urge to eat it.

Wyvern's Shot

Disregard the skull and crossbones on the bottle and ignore any rumors this drink was used as a poison for arrows when fighting dragons. If the drinker is Dragonborn make a DC 15 Constitution check. If successful the drinker gains a permanent 1D4 max HP boost but takes one point of exhaustion. If failed the drinker takes 4D4 poison damage and 2 levels of exhaustion. This potion has no effect if consumed by a non Dragonborn.



Z

Zavas Tea

A dark golden colored tea accented with a scent of mandarin oranges. When you drink this tea for 1 hour you can use an action to release a surge of static energy in a 5ft radius dealing 2D4 Lightning damage to all creatures within range.