

# MOX'S MARVELOUS GUIDE TO MAGICAL POTIONS



10 New Potions To Entice And Annoy Players Of 5e  
Compatible Games, By Mox The Kobold Paladin, As Told To  
Aaron "Crash" Smith

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Greetings, fellow adventurer! Whether you're new to the wonderful world of dungeon delving or, like me, you have literally *days* worth of monster mashing under your belt, there's always new things out there in the world to discover.

As my adventuring party's paladin, my companions have begrudgingly agreed to let me do the heavy lifting when it comes to testing out new and unusual potions. Sure, the wizard has a spell for that, but who has ten minutes to wait around while they cast a ritual?

No, my method is far more effective. I'm very glad our rogue suggested it, to be honest.

Now, there's plenty of common potions out there to chug down. There's potions that heal you, potions that poison you, potions that make you resistant to any kind of damage (that last one's tough to figure out, but fortunately our warlock and sorcerer are happy to help provide the variety of damage types for me to try to resist), and many more.

At this point, we can identify most of the ones you may have in your adventurer's diary by sight alone, which has saved me a lot of uses of Lay on Hands, let me tell ya.

But every now and then we find something new. Maybe an alchemist mixed in the gryphon toenails at the wrong time, maybe, as unlikely as it sounds, they figured out something novel on purpose.

Either way, this pamphlet is here to go over the details of 10 of the more unusual potions we've encountered in our journeys. Take heed, brave adventurer! While many of these potions are very beneficial, using them incorrectly can be quite a headache.

In some cases, quite literally.



## Potion of Atmosphere Creation

Whooh, this one was a bit of a doozy!

We'd just defeated some pirates that had an interesting business model. Y'see, they decided it was a lot less work to just sink ships and loot the wrecks than it was to board them and have to deal with the crew.

Problem was, how would they get all that loot if it was at the bottom of the ocean?

The solution was they paid some alchemist to brew up a bunch of these in bulk.

Of course, most of this we found out after testing, which would have been nice. Still, it was kind of fun to have a potion of infinite burping.

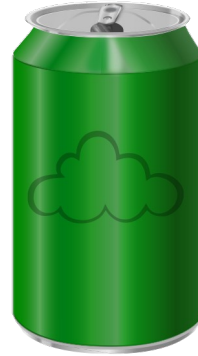
That's what I wanted to call it, at least, but I was outvoted.

I still don't think my burps smelled that bad, but again I was outvoted by a wide margin. I thought it smelled like my old kobold clan's home cooking, which didn't seem to win anyone over to my side.

We almost didn't figure out that it lets you breathe underwater, but fortunately the barbarian had the bright idea to toss me overboard without warning.

It was really kind of fun to swim around without needing to come up for air, at least until all the burps and bubbles attracted the attention of a few sharks.

Oh, well.



*Potion, uncommon*

When you consume this extremely carbonated but flavorless beverage, you will begin to burp uncontrollably. While little more than a juvenile pastime in many cases, this also surrounds you in a breathable atmosphere that clings to your body for one hour or until you encounter a stiff breeze. This regurgitated air smells foul but is breathable even underwater or in hard vacuum.

If underwater, stealth checks will be at disadvantage from the large number of bubbles that are generated.

You also gain resistance to damage from harmful gasses for the duration of the potion.

A character able to occupy the same space (less than 5 foot distance) as you would also be able to enjoy the benefits and drawbacks of the burp bubble, but the remaining duration is then reduced by half. A third person attempting to join would dissipate the generated atmosphere completely.

## Potion of Deception

I never felt so betrayed as the time I took a Potion of Deception.

How was I to know? It was in there with a bunch of Potions of Fire Resistance that we bought in bulk right before heading out to deal with the town's red dragon problem. Maybe it got mixed in by mistake, or maybe it was cheaper to manufacture than the other potions so the alchemist was trying to save a coin or two. Either way, I'm the one that paid for it.

I remember how we were all chuckling about it, too, right before the fight. That dragon wasn't going to know what hit it! Or, rather, when it tried to use its fire breath, it would only hit us half as hard at best.

I distinctly recall chugging down the bottle the wizard handed me while they and the barbarian had to hold their guts from laughing so hard.

I was afraid I was going to have to Lay on Hands, but they fortunately recovered.

The worst of it was that the potion seemed to work! Well, at first, at least. Flame breath came at us, we resisted, then went right back into the fray.

Only I eventually figured out I was one heck of a light source after everyone else had extinguished themselves.

Ruined my favorite hat, too.



### *Potion, uncommon*

This potion resembles another potion determined randomly or by the DM. Attempts to discern its true nature (even magical ones) will provide false results unless the person examining it also makes an Investigation check (DC 15).

When you drink this potion, make a Wisdom Saving Throw (DC 15) or you will believe that the potion is providing the desired effect for up to 1 minute or until the expected outcome was expected to end, whichever comes first.

(A Potion of Deception that resembles a Potion of Healing will have its "effect" last for a minute, because the healing is not expected to end. A Potion of Deception that resembles a Potion of Atmosphere Creation will "work" for one minute, although you might have started drowning by then.)

A successful save will reveal that the potion had no effect when it was used.

Anyone other than you who observed this will note the potion has done nothing, given the lack of effect is noticeable.

# Potion of Extreme Probability

Best!

Potion!

Ever!

Everything I did after taking this potion was super incredible!

I was climbing impossible heights! I was sneaking stealthily in spite of my chain armor! I was finding the weak spots in every opponent!

OK, yes, there was also a significant increase in friendly fire, but I contest that facial hair grows back (I think ... kobolds don't grow beards, you know...) and our party's rogue has a much easier time getting their boots on in the morning.

I also didn't fare so well against that fireball spell, but just when I thought I was down for the count I was up and at'em again!

I mean, I was still very badly burned, but I was ambulatory and still had some ability to heal left in me, which is more than I could say for our party's cleric at the time.

(Friendly fire again ... sorry about that, I didn't see you behind me.)

Anyway, this is *the* potion every adventurer should buy in bulk. I see no drawbacks for its use whatsoever, provided you have at least two party members who have reasonable skill at keeping the good fluids in and the limbs mostly attached, plus or minus a few digits.



## *Potion, rare*

For one minute after drinking this potion, any roll you make on a d20 that is 1-10 is treated as a natural 1 and any d20 roll that is 11-20 will be treated as a natural 20. Other affects and abilities that adjust rolls or replace numbers (Examples: Ability Score bonuses, Proficiency bonuses, A Rogue's Reliable Talent, and a Halfling's Lucky Trait) are ignored, although the rules for rolling with Advantage and Disadvantage are unchanged.

This includes Death Saves and Initiative rolls. Every d20 roll is affected by this potion for one minute.

You and your DM are encouraged to elaborate on the extremely unlikely set of events that take place to have every result be a catastrophic failure or unmitigated success.

This potion is a mostly clear liquid that contains a significant amount of glitter.

## “Potion” of Freeze Drying

Oh, this one’s a neat story!

There we were, climbing a mountain trying to complete a bounty on rogue yeti, when we saw this ship!

Well it was like a ship, but it was flying!

OK, more like falling and on fire, but it was still really big, and it crashed pretty close to us, too!

So naturally we had to check it out to see if any of the crew survived, and to keep their stuff safe for their next of kin if they didn’t. (That last part was suggested by the rogue. They’re so considerate about these things.)

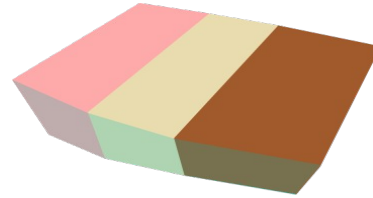
Well it looked like the crew was all gone, replaced by these horrible monsters! It was an epic series of battles but we made it through.

There was this one room where more of the monsters were laid out on beds. They looked like they’d been dead a long time. I mean, a *long* time.

That’s when we found these potions. At first I thought they were rations. They tasted pretty good, in fact!

Next thing I knew, I was at the bottom of the mountain and my arms were on backwards! Our barbarian said something about being the best sled ever, but our bard shushed them before I could learn anything more.

It’s a shame, really. I do like sledding.



### *Potion, rare*

Drinking this potion shrinks you by one size category while expelling all of the water in your body. Clothing and equipment are not affected. You enter a state of suspended animation that can be reversed by soaking your body in water for 6 seconds or by casting Lesser Restoration. While in this state you don’t need to eat, drink, or breathe and are completely unaware of your surroundings and the passage of time.

Any beneficial or detrimental effects are “paused” until the potion is reversed. (Example: If you’re under the effect of a Charm spell for the next 30 minutes when you drink a Potion of Freeze Drying, you will still be under the effect of a Charm spell for the next 30 minutes upon the reversal of the potion.)

You are just as prone to damage, but it doesn’t kill you until the effects of the potion are reversed. A careful individual with Mending and a Medicine check (DC 10 if light damage, DC 15 if parts were broken off) can put you back together without causing lasting harm. A failed Medicine check reduces the damage by half.

This potion resembles very fine white, pink, and brown powder compressed into a bar. It tastes faintly of vanilla, strawberries, and chocolate.

## Potion of Gut Punches

I'm not really a "punching" kind of adventurer, so this potion took a long time to figure out.

At first we thought it was some kind of delayed poison. I'd drink it, try a bunch of things (we rule out damage resistance right away at this point), and then a minute later, POW! Right in the stomach.

And not a little tap, either. One of the times, I'm pretty sure the force of it knocked me straight up into the air!

I'm ashamed to say that while we were working our way through the third case of the stuff I may have lost my temper and lashed out at a fellow party member. The results were quick and brutal, and after much congratulations and an apology from me the rest of the stock was handed over to our party's monk.

Later on I found three instruction booklets in the trash that detailed how to use these potions correctly. I guess they were junked by the original owners because they already knew how the potions worked? Who knows?

For my part, I make a point to not throw out any written instructions, ever. I even kept all my pamphlets from the "So You Want To Be A Paladin" correspondence course I took all those weeks ago.

Why, what if our bard decided they wanted to be even more awesome and learn Lay on Hands? If they ever do, I have the coursework for them! (I'm sure my notes in the margins only add to the value of the documents.)



### *Potion, common*

After drinking this potion, you are able to discern a creature's weak spots and transfer more force into their blows. As a result, your next unarmed attack is considered an attack from a magical weapon with +1 to hit and 1d4 to damage in addition to the your listed hit and damage for unarmed attacks. After damage is dealt, the magic of the potion fades.

If you do not do damage with an unarmed attack within one minute of drinking this potion, you will need to make a Constitution Saving Throw (DC15) or take 1d4 points of force damage.

This thick potion is the consistency of runny oatmeal and looks like wet sand.

## Potion of Gym Membership

This may come as a surprise, fellow adventurer, but even though I am in fact a paladin, I'm not very strong.

You see, when kobolds go to the gym we tend to focus on the treadmills and balance bars. I do not, to quote a popular saying, even lift.

And it shows.

And then we found this wondrous little potion, and for an hour, at least, I went from being a kobold to a swolbold!

I was better at grappling!

I was better at wielding a mace!

I was better at bending bars and lifting gates!

I even tossed our barbarian!

(OK, I tossed them two feet, but you must understand, that's a new record for me. Usually the result is a negative number as our barbarian majored in "Living Trebuchet" in barbarian college.)

All things considered, it's a great potion. 10/10, would imbibe again.

Could do with a side of eggs to go with it, though.



*Potion, uncommon*

Drinking this potion allows you to add 1d4 to all Strength based rolls and add +1 to damage dealt using weapons where you are also adding your Strength modifier. The effects of this potion fade after 1 hour.

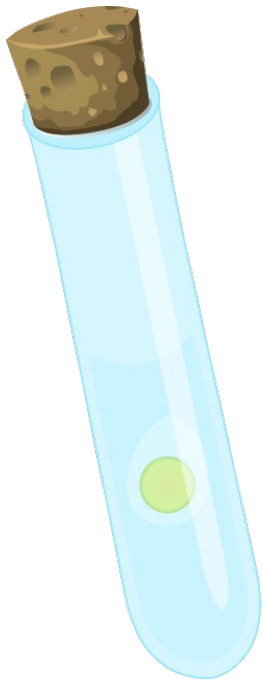
The potion's liquid is brown and smells strongly of cured bacon.

## Potion of Hangovers

I don't like this potion.

I'd rather not try it again.

Our warlock loves'em, though. Good for them.



*Potion, uncommon*

When you drink this potion, you have one minute to use any means available to you to inflict poison, necrotic, or psychic damage to a target you choose. If you are successful, you do an additional 2d4 psychic damage to that target and the effects of the potion fade.

If you are unable to do poison, necrotic, or psychic damage before the minute has expired, make a Constitution Save (DC 12) or take 1d4 points of psychic damage.

In addition, a failed save results in all of your Intelligence and Wisdom Skill Checks and Saving Throws being rolled at disadvantage for another minute.

The potion is metabolized without incident upon a successful save.

This potion resembles water with a raw, floating, shell-less chicken egg floating inside.

## Potion of Healing Transference

I enjoy being a paladin for many reasons. The camaraderie, the leading by example, the getting to be the shield that protects our more squishy party members, and, of course, the getting to heal those in need so they can stay in the fight.

Unfortunately, paladins are not known for our ability to heal from a distance. When our tactics require us to spread out, my teeny little arms are just not going to cut it for me to use Lay on Hands when the rogue is all the way over there. Of course I could run over to them, but that tends to call attention to where they're hiding and then goodbye sneak attacks.

That's where this little wonder comes in handy. Sure, at first it looks like your standard healing potion. Maybe one that's been sitting around for too long and has gone a bit off, but still run-of-the-mill.

But no, it's not! Anyone who's used healing magics on others knows that tingling sensation right before the spell goes through, and this gives you the same effect!

Now granted it doesn't have the range that some of our cleric's spells have, but that's OK, this is still better than what I have without it.

Just ... maybe don't drink one of these if the party healer has a chance to heal everyone before you get to use its ability.

Ever hiccup and burp at the same time? Yeah, not fun, is it? Now imagine if all that healing magic had nowhere to go.

"Tingling" isn't too far removed from "pins and needles," I'm just saying.



*Potion, uncommon*

When you drink this potion as an action, you gain the ability to use a bonus action to heal a target you can see within 15 feet of you for  $4d4 + 4$  hit points. You cannot use this ability on someone who is at full health. If you do not use this ability by the end of your next turn, make a Constitution save (DC 12) or take  $2d4+2$  points of force damage.

The potion's red liquid glimmers when agitated. It contains semisolid harder-to-swallow portions that taste bitter compared to the rest of the potion.

## Potion of Reality Rejection

Would you swallow a vial of lukewarm snot for the ability to defy the laws of physics as we know them?

OK, that sounds both better and worse than how it did in my head, but it's still an accurate description of what this potion does.

First of all, I cannot stress how gross this thing is. I mean, our warlock made a pact with a being from one of the lower planes, and even *they* said this mess is a bridge too far.

But once you get past that, things get a lot better! As in, if you truly believe you can do it, you're a lot better at getting it done!

I think it's easier for me because as a paladin so many of my skills are based on faith. Our cleric likes casting Guidance on the other party members, so they kind of get it, too.

Our bard says it's because no one in the party's better at being willfully ignorant of the danger as I am, but ... hm.

You know, the way they said it, it sounded a lot more like a compliment. Now that I've written it out here, I'm not so sure.

Anyway, reality likes to have some balance, so just keep in mind that ignoring the bad or demanding the good is great for a little while, but eventually it catches up to you.

And also, have something ready to rinse that taste out of your mouth.

Ugh.



### *Potion, uncommon*

Upon drinking this potion, you gain the ability to somewhat reject the reality of others and substitute your own. You may select *any* d20 roll made between when the potion is imbibed and one minute afterwards and add or subtract 1d4 to or from the roll, even if the results of the roll have already been declared. You may only do this once before the power of the potion fades.

Regardless of whether or not this ability is used, hard reality will come crashing down after the minute has expired. Your next d20 roll after the minute is up will have 1d4 points subtracted from it.

This potion's liquid is viscous, dirty yellow, and is very slippery. When no one is looking, it tries to escape its bottle.

## Potion of Study Breaks

Fellow adventurer, this potion is in part what has helped me write this tome for you to peruse and enjoy. Allow me to elucidate.

Many of my experiences with these various tinctures and balms seem relics of the distant past, due to the wide variety of adventures my stalwart companions and I have gone on since I was first designated Lead Tester of Traps and Concoctions, but one sip of this glorious elixir has allowed me to plumb the depths of my brain case and manage to recall all the intricacies and details of the days of yore.

It's certainly a shame that it does not quite achieve perfection, as some recent happenings still elude me.

For example, I seem to vividly recall we found five doses of this amazing memory miracle when raiding a literal school for necromancers (Seriously, they had classes, textbooks, chalk boards, homework, and *everything!*), but I have been informed by our party's wizard that, no, in fact, this appears to have been the only one remaining.

It is truly a shame, as I've found my speech and diction have also managed to improve greatly. Under the effects of this potion, I find myself even considering taking an additional correspondence course on acting.

Why, I may even consider becoming a bard at some point!

I'm not quite sure why our party's bard flinches like that every time I bring it up.



### *Potion, uncommon*

Drinking this potion allows you to add 1d4 to all Intelligence based rolls. If your spell save DC and spell attack modifier are based off of Intelligence you may also add +1 to those rolls. The effects of this potion fade after 1 hour.

The potion's liquid is red and lightly carbonated but tastes like fruit that has begun to rot rather than ferment.

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