

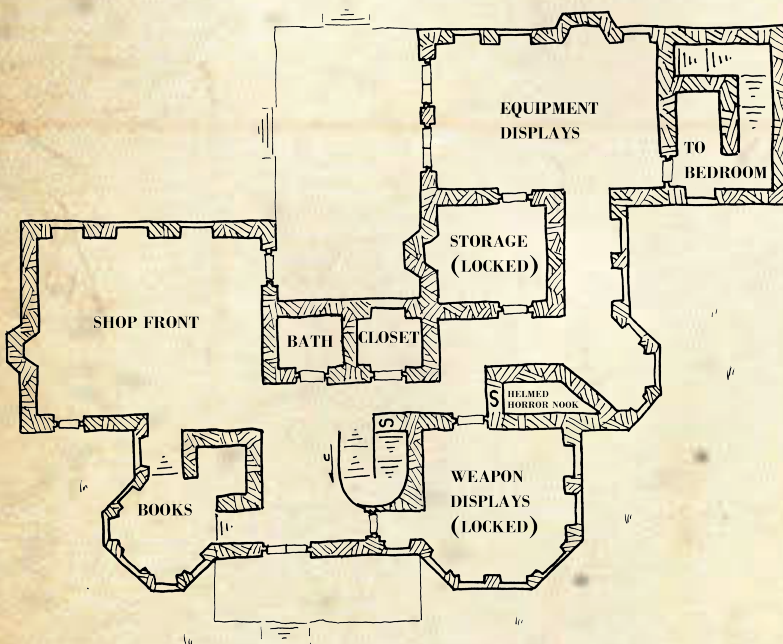
# TAMRAND'S TEMPERAMENTAL TONICS

After his storied history as an adventurer, the elven wizard **Tamrand Autumnloft** began tinkering with concoctions above and beyond what most alchemists would ever attempt, their cost far exceeding the potential gains. These 28 potions are the most powerful, barely stable, byproducts of his brewing attempts.

## THE ARCANE REPOSITORY

Tamrand's place of business is called "Tamrand's Repository of the Arcane Arts." Several locations have popped up around the circle of the world, but all locations look the exact same, built to Tamrand's specifications.

There should be **no need** to ever sketch the building, as Tamrand is an extremely powerful wizard in all respects, but even more so in his place of business, but should the party demand a layout, the following has all the information you need:



This booklet focuses in the Shop Front, where Tamrand and his apprentices, clones, and simulacrum peddle their easily portable wares like salves, potions, gemstones, reagents, spell scrolls, and components.

For more information on Tamrand, his apprentices, and the various traps, hazards, and security of the repository, look for "Tamrand's Repository of the Arcane" available soon! Until then, this summary of tamrand's personality and relative skill should make roleplaying him easy and fun.

## TAMRAND AUTUMNLOFT

Tamrand is a multitasking and somewhat chaotic master of wizardry. His family passed down potent spellcasting secrets generation after generation, culminating in his own practices as an Abjuration specialist.

Adventurer No More. After spending several years with his adventuring band known as "The Lightbringers," and saving thousands of lives through his own efforts, Tamrand chose seclusion to hone his abilities and pass on the knowledge his remarkably long life has lent him. His journeys took him to the Dread Land of Barovia, deep into the Shadowfell, the crushing tunnels of the Underdark, and even to the Nine Hells – though such stories no longer interest his scientific mind.

Blinded by Potential. Tamrand's closest companions reveal much about the twisted wizard: a poltergeist by the name of Xandala, a disfigured simulacrum of himself called "Dark," and a youthful companion that looks identical to himself, though several hundred years his junior. Though Tamrand refers to this creation as his "son," it is a sapient creature grown in a vat with bits of vital essence from a wide variety of powerful spellcasters – those with arcane knowledge would consider it a homunculus.

Each and every one of these companions highlight one simple fact: Tamrand seldom asks himself if he should or should not do a thing; if it is within his power, he attempts it, consequences be damned.

**No Time for Fools.** The elven arcanist does not mince words, especially with those not classified as scholar or wizard. Such people attempting to haggle with Tamrand or his apprentices have disadvantage on checks to haggle prices, unless they have accomplished a task that betters the store in some way.

**Statistics.** Use the **archmage** stat block in the Monster Manual, with the following adjustments:

- Tamrand's alignment is chaotic neutral.
- He has darkvision out to a range of 60 feet.
- Tamrand has the Fey Ancestry feature, which means he has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He wears a **robe of eyes**, **staff of power**, and **ring of regeneration**.

## TAMRAND AUTUMNLOFT'S TRAITS

**Quirk.** Speaks in very short, explosive sentences.

**Ideal.** "Strength of mind is the only true strength."

**Bond.** "Completely dedicated to overcoming death, undeath, and deification – there **must** be something greater than that."

**Flaw.** "I give no thought, at all, to what is or is not humane, safe, or beneficial, only what I can and cannot do."

## POTION DISPLAYS

Behind the heavy wood counter, expansive shelves cover the wall all the way to the high ceiling. Dozens upon dozens of bottles, all colors of the rainbow and some that seem slightly unnatural. The bottom shelves contain brand new familiar bottles, bought and sold often, while the higher shelves contain elixers so undersued as to be completely alien to most adventurers, known as **Tamrand's Temperamental Tonics**.

The following tables will give you an easy reference to all potions on offer, including the extremely rare and unique potions Tamrand covets. In truth, the labeled bottles on the shelves are filled with a disgusting, inedibly bitter and nonmagical solution. The real potions have been locked away in a demiplane under Tamrand's control; only those he finds capable, culpable, or brave enough to use them get access to the real tonics, and then only at a high price.

Potion	Rarity	Price	Haggle DC	Haggle savings (roll %)
Potion of Healing	Common	30gp	12	1d4
Potion of Climbing		44gp		
Oil of Slipperiness		53gp		
Potion of Animal Friendship	Uncommon	55gp	13	1d6
Potion of Hill Giant Strength		101gp		
Potion of Growth		103gp		
Potion of Acid Resistance		113gp	14	1d8
Potion of Force Resistance		116gp		
Potion of Necrotic Resistance		205gp	15	1d10
Potion of Water Breathing		88gp		
Potion of Diminution	Rare	659gp	16	1d12
Potion of Gaseous Form		866gp		
Potion of Superior Healing		272gp	17	2d6
Potion of Fire Giant Strength		1191gp		
Potion of Invisibility	Very Rare	2,773gp	19	3d10
Potion of Speed		3,944gp		
Potion of Supreme Healing		3,244gp	21	2d20
Potion of Longevity	18,779gp			
Potion of Age Manipulation				
Chatterer's Concotion				
Face Sculptor's Tincture				
Comely Comet's Cordial				
Philter of Perishing				
Nip of N.a.P				
Devout Libation				
Blood's Aegis				
Liquor of Erasure				
Libation of Amity	TTT	2,116gp	22	1d10
Tonic of Remembrance	Rare			
Susurrus Potion				
Draft of Satiabie Victual				
Sip of Serene Sleep				
Magical Mira's Magnifying Draft				
Emanation of Redolence Derivation Concotion				
Geyser Juice				
Potion of Tone Shift				
Missilebane Mixture				
Bone Brier Brew				
Brewer's Bane				
Draught of Reprisal	TTT Very Rare	10,580gp	23	2d10
Panacea				
Doubling Draft				
Fleet Swift Potion of Brisk Float Feet				
Tonic of Viscid Flesh				
Dram of Perpetuity	TTT	116,380gp	25	3d10
Misfortune's Mishap	Legendary			

# HYPNOTIC PATTERN!



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HYPNOTIZE...**  
*when Tamrand  
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~ Tamrand's Repository of the Arcane Arts, Laventis street, Light's Rest, Silverymoon by way of Deadsnows.

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\*Tamrand's Repository of the Arcane Arts not responsible for late returns

## DRAM OF PERPETUITY

*Potion, legendary*

This colorless fluid, when ingested, prevents the effects of aging. The affected creature no longer needs to eat, drink, sleep, and does not suffer from exhaustion. The passage of time does not wither, age, or kill the imbiber. However, if the creature is reduced to 0 hit points the effects of the potion end and the creature is restored to 10 hit points. After consuming the potion, the creature's eyes, if the creature has eyes, become jaundiced and dull.



## BONE BRIER BREW

*Potion, very rare*

When you drink this potion, sharp barbs of bone punch through your flesh. Your hit point maximum is reduced by 1 whenever you finish a short or long rest. While you are not wearing armor, creatures that hit you with a melee attack take 1d4 piercing damage, your Armor Class cannot be lower than 15, your unarmed strike deals 1d6 damage, and any creature grappling or restraining you with a part of its body takes 10 points of piercing damage at the start of its turn. Damage dealt by the bones are considered magical for bypassing damage resistance. A greater restoration spell can revert your body to normal and restore your hit point maximum.



## BREWER'S BANE

*Potion, very rare*

After drinking this potion, a creature may choose whether or not to be affected by alcohol, potions, or ingested poisons for 1 year and 1 day. In addition, the imbiber is also capable of eating rotten food or drinking fetid water without becoming sick for 1 week and 1 day after consuming the potion.



## DRAUGHT OF REPRISAL

*Potion, very rare*

A creature who drinks this sparkling liquid is shrouded in devastating evocation magic. For 1 minute, whenever a creature within 10 feet deals damage to the imbiber, that creature takes the same amount of force damage.





## PANACEA

*Potion, very rare*

This potion completely restores the creature that drinks it, ending any negative condition, spell effect, madness, wound, damage, or levels of exhaustion. The creature's scars and imperfections, as well as any missing limbs, are rapidly restored over 1d6 minutes. The creature also gains immunity to the Poisoned condition for 1d4 days.



## DOUBLING DRAFT

*Potion, very rare*

This potion has little effect on its own but is an incredibly volatile experiment in arcane manipulation. After drinking this potion, the duration of any spell that targets only you is doubled. Unlike most other potions, Doubling Draft has no duration and suspends itself in your body near indefinitely. The effects of the potion end after consuming a spoon full of platinum dust (worth 5gp) or when you are reduced to 0 hit points.



## FLEET SWIFT POTION OF BRISK FLOAT FEET

*Potion, very rare*

When you drink this this potion, your walking speed increases by 100 feet, and you ignore difficult terrain made of earth for 10 minutes. In addition, if you fall during your movement, you fall as though under the effect of the featherfall spell. When the potion's effect ends, you must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.



## TONIC OF VISCID FLESH

*Potion, very rare*

When you drink this mixture, your skin begins to ooze out a heavy, viscus sweat. For 1 hour, any creature that touches you adheres to your sticky skin and is grappled (escape DC 15). In addition, when a creature hits you with a melee attack, their weapon is stuck to you. A creature may use an action to make a DC 15 Strength check to pull an item stuck to you free. Likewise, you may pull a creature or object free as a bonus action on your turn, requiring no check. While under the effects of this potion, you have a climb speed equal to your walking speed and may walk across the walls or ceiling as though under the effects of the spider climb spell.

## POTION OF AGE MANIPULATION

*Potion, rare*

A creature that imbibes this potion can alter their natural age over a 24 hour period, after which their age becomes permanent. The creature can use its action to become up to 100 years younger or older. The transition takes 1 minute and can result in the creature's death if aged outside of their race's natural lifespan. A creature who attempts to age themselves younger than their birth ceases to exist, and memory of them is lost.



## CHATTERER'S CONCOCTION

*Potion, rare*

This sweet and flavorful potion looks and acts like a Potion of Healing with the additional effect that a creature that drinks it must succeed on a DC 16 Wisdom saving throw or speak every thought they have, constantly, for 3d4 hours. The creature is unaware that they are vocalizing their thoughts unless told otherwise.



## FACE SCULPTOR'S TINCTURE

*Potion, rare*

A creature that drinks this potion finds that their face becomes soft and malleable, like wet clay. For 1d4 hours, the creature can manipulate their face to appear however they like, after which time the potion's effects end.



## COMELY COMET'S CORDIAL

*Potion, rare*

This potion greatly enhances the imbiber's physical appearance and presence for 1d4 hours. Non-hostile creatures have disadvantage on Charisma, Wisdom, and Intelligence checks and saving throws against the imbiber for the duration. In addition, the imbiber's Charisma becomes 24 (+7 modifier) for the duration or until they cast a spell that deals damage.



## PHILTER OF PERISHING

*Potion, rare*

One minute after drinking this surprisingly fruity potion, a willing creature dies and is placed under the effects of the gentle repose spell. At the end of the 10 day period or when targeted by a lesser restoration spell, the creature may return to life, if they wish, with 1 hit point.





## NIP OF N.A.P

*Potion, rare*

Drinking this potion grants a creature the effect of the nondetection and polymorph spells with a duration of 1 week. The imbiber may become any beast up to a challenge rating of 4. If the imbiber's health is reduced to 0 at any point, the polymorph spell ends. A dispel magic (DC 15) or antimagic field can end the two effects prematurely.



## DEVOUT LIBATION

*Potion, rare*

A cleric, paladin, or druid that ingests this potion may speak to their chosen deity as though casting the commune spell. Other creatures who drink the colorful liquid can sense the presence of clerics, paladins, druids, and undead out to a distance of 1,000 feet for 10 minutes. In addition, any creature that drinks the potion has resistance to Radiant and Necrotic damage until they finish a short or long rest.



## BLOOD'S AEGIS

*Potion, rare*

This tincture fortifies the body against any who would consume it. For 24 hours after this potion is ingested, creatures that hit you with a natural weapon, such as a teeth or claws, are wracked with horrible pain, taking 4d6 necrotic damage. A creature that consumes blood directly from your body (such as a stirge or vampire) must succeed on a DC 12 Constitution saving throw or drop to 0 hit points.



## LIQUOR OF ERASURE

*Potion, rare*

This flavorful liquid can be used to erase a single person from one's memory. After ingesting the potion, a creature can speak the name of a person they've seen within the past year and any events related to that person are completely forgotten. An unwilling creature can succeed on a DC 14 Intelligence saving throw to be unaffected. On a failed save, the target forgets the next person they are prompted to remember.

## LIBATION OF AMITY

*Potion, rare*

This potion only takes effect when poured for another willing creature. The imbiber of this potion and the person who poured it for them regard one another as close, personal friends. Even the threads of fate alter themselves to produce between the two a trust and understanding beyond what even long-standing companions would experience. The two creatures can also sense the presence, though not direction, of one another within 1,000 feet.



## TONIC OF REMEMBRANCE

*Potion, rare*

After drinking this colorful liquid, for 20 days you can unerringly recall anything you see, hear, or read, but you have difficulty recalling your own name.



## SUSURRUS POTION

*Potion, rare*

After drinking this fruity concoction, you can acutely hear and understand whispered words within 100 feet. Each time you finish a long rest, roll a d6. On a roll of 1, the effect of the potion ends. On a roll of 6, you are also aware of anyone within 1 mile who speaks your name – but do not know who spoke it or why.



## DRAFT OF SATIABLE VICTUAL

*Potion, rare*

This potion, when drunk, sustains the imbiber completely for 1 year – they do not require food or water at all. Beings that require a certain substance to survive (such as Vampires) are likewise sustained by it as though they fed properly each day for the duration of the potion's effect. In addition, a creature satiated by the potion gains 1d10 temporary hit points each time they finish a short or long rest.



## SIP OF SERENE SLEEP

*Potion, rare*

For 30 days after drinking this potion, you finish long rests in half the time and can use an action to fall asleep, regardless of circumstances. While asleep, you may choose what rouses you from your slumber, even ignoring taking damage if you choose. You suffer no penalties for sleeping in armor or in extreme conditions.







## MAGICAL MIRA'S MAGNIFYING DRAFT

*Potion, rare*

After drinking this potion, a creature that can cast at least 1 spell may maximize the damage of one spell they cast, cause one creature of their choice to automatically fail a saving throw against their spell, or cause a spell effect's duration to become 10 minutes. If the imbiber of this potion uses a spell slot of 5th level or higher, they lose all of their spellcasting ability until they finish a long rest. A creature that ingests this potion that has no spellcasting ability may cast any spell of 1st - 5th level of their choice once.



## GEYSER JUICE

*Potion, rare*

When you drink this potion, water pours from your mouth, nose, and ears for 1 hour at the rate of 10 gallons per minute. You can breathe normally as though under the effects of waterbreathing for the duration but are deafened. As a bonus action you can change the nature of the watery expulsion in one of the following manners:

**Stream:** The water fires forth from your mouth and eyes at one target within 20 feet. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed 10 feet or knocked prone.

**Bubbler:** The water begins to froth and churn around you, centered on you, in a 10 foot radius. Creatures within the area are lightly obscured, and you have resistance to fire damage while in the area.

**Wave:** The flow from your body ceases for 1 round. At the start of your next turn, a 30 foot cone of water belches forth from you in a direction of your choice. A creature caught in the cone must succeed on a DC 15 Strength saving throw or take 3d6 bludgeoning damage.



## POTION OF TONE SHIFT

*Potion, rare*

When you drink this potion, your voice and diction change completely for 24 hours. If you have spent 1 hour or more conversing with a creature, you can mimic its voice, though the potion does not give you the ability to speak a language you do not know. A creature familiar with the voice can use its action to make a DC 18 Wisdom (Insight) check to discern the false nature of the potion. Creatures unfamiliar with the chosen voice cannot discern that it is not legitimate. Along with a shift in voice, the tone and diction used to speak also changes – for instance, a dwarven barbarian can sound like a High Elf Lord in both pitch and word choice.

## EMANATION AND REDOLENCE DERIVATION CONCOCTION ("SNOOT TONIC")

*Potion, rare*

When you drink this watery potion, your nostrils grow wide and exceptionally acute. For 24 hours you gain advantage on all perception checks based on smell and can track the scent of any creature you are familiar with within 3 miles. In addition, you may sense if a creature is suffering from poison or disease so long as you can smell them.



## MISSILEBANE MIXTURE

*Potion, rare*

After drinking this sugary tonic, your body becomes leathery and hard to pierce for 24 hours. Non-magical ranged weapon attacks deal only half damage and you cannot be critically hit by projectile weapons. Each time you're hit by a ranged weapon attack, you must succeed on a DC 8 Constitution saving throw or fall prone in a fit of ticklish laughter.



## MISFORTUNE'S MISHAP

*Potion, legendary*

This magical potion is a haphazard mixture of several other potions. A taste of the potion does not reveal what magical effect it will have, but the identify spell reveals the potent yet unpredictable nature of the draft. When you drink this potion, roll 1d4 and consult the chart below. The effect of the potion lasts for 1 minute:

1. Creatures that attack you must roll below your armor class in order to hit you with an attack. Rolls of 20 are still considered critical hits and rolls of 1 are still considered critical misses.
2. Treat the damage dice of any weapon attack you make as one size larger and any attack that hits you as one size smaller (1 - 1d4 - 1d6 - 1d8 - 1d10 - 1d12 - 1d20) but you automatically fail Dexterity and Constitution saving throws.
3. You cannot be targeted by spells or magical effects from enemies or allies. Area of effect spells and effects affect you normally.
4. Roll 1d6 at the start of each round. On a roll of 5 or 6, a Fireball detonates centered at your feet. You automatically fail the Dexterity saving throw against it, but only take half damage. If you are reduced to 0hp, this effect ends until you gain at least 1hp.



**PRINTER FRIENDLY CHEAT SHEET**

**DRAM OF PERPETUITY**

*Potion, legendary*

This colorless fluid, when ingested, prevents the effects of aging. The affected creature no longer needs to eat, drink, sleep, and does not suffer from exhaustion. The passage of time does not wither, age, or kill the imbiber. However, if the creature is reduced to 0 hit points the effects of the potion end and the creature is restored to 10 hit points. After consuming the potion, the creature's eyes, if the creature has eyes, become jaundiced and dull.

**BONE BRIER BREW**

*Potion, very rare*

When you drink this potion, sharp barbs of bone punch through your flesh. Your hit point maximum is reduced by 1 whenever you finish a short or long rest. While you are not wearing armor, creatures that hit you with a melee attack take 1d4 piercing damage, your Armor Class cannot be lower than 15, your unarmed strike deals 1d6 damage, and any creature grappling or restraining you with a part of its body takes 10 points of piercing damage at the start of its turn. Damage dealt by the bones are considered magical for bypassing damage resistance. A greater restoration spell can revert your body to normal and restore your hit point maximum.

**BREWER'S BANE**

*Potion, very rare*

After drinking this potion, a creature may choose whether or not to be affected by alcohol, potions, or ingested poisons for 1 year and 1 day. In addition, the imbiber is also capable of eating rotten food or drinking fetid water without becoming sick for 1 week and 1 day after consuming the potion.

**DRAUGHT OF REPRISAL**

*Potion, very rare*

A creature who drinks this sparkling liquid is shrouded in devastating evocation magic. For 1 minute, whenever a creature within 10 feet deals damage to the imbiber, that creature takes the same amount of force damage.

**PANACEA**

*Potion, very rare*

This potion completely restores the creature that drinks it, ending any negative condition, spell effect, madness, wound, damage, or levels of exhaustion. The creature's scars and imperfections, as well as any missing limbs, are rapidly restored over 1d6 minutes. The creature also gains immunity to the Poisoned condition for 1d4 days.

**DOUBLING DRAFT**

*Potion, very rare*

This potion has little effect on its own but is an incredibly volatile experiment in arcane manipulation. After drinking this potion, the duration of any spell that targets only you is doubled. Unlike most other potions, Doubling Draft has no duration and suspends itself in your body near indefinitely. The effects of the potion end after consuming a spoon full of platinum dust (worth 5gp) or when you are reduced to 0 hit points.

**FLEET SWIFT POTION OF  
BRISK FLOAT FEET**

*Potion, very rare*

When you drink this this potion, your walking speed increases by 100 feet, and you ignore difficult terrain made of earth for 10 minutes. In addition, if you fall during your movement, you fall as though under the effect of the featherfall spell. When the potion's effect ends, you must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.

**TONIC OF VISCID FLESH**

*Potion, very rare*

When you drink this mixture, your skin begins to ooze out a heavy, viscus sweat. For 1 hour, any creature that touches you adheres to your sticky skin and is grappled (escape DC 15). In addition, when a creature hits you with a melee attack, their weapon is stuck to you. A creature may use an action to make a DC 15 Strength check to pull an item stuck to you free. Likewise, you may pull a creature or object free as a bonus action on your turn, requiring no check. While under the effects of this potion, you have a climb speed equal to your walking speed and may walk across the walls or ceiling as though under the effects of the spider climb spell.

**POTION OF AGE MANIPULATION**

*Potion, rare*

A creature that imbibes this potion can alter their natural age over a 24 hour period, after which their age becomes permanent. The creature can use its action to become up to 100 years younger or older. The transition takes 1 minute and can result in the creature's death if aged outside of their race's natural lifespan. A creature who attempts to age themselves younger than their birth ceases to exist, and memory of them is lost.

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**FACE SCULPTOR'S TINCTURE**

*Potion, rare*

A creature that drinks this potion finds that their face becomes soft and malleable, like wet clay. For 1d4 hours, the creature can manipulate their face to appear however they like, after which time the potion's effects end.

**COMELY COMET'S CORDIAL**

*Potion, rare*

This potion greatly enhances the imbiber's physical appearance and presence for 1d4 hours. Non-hostile creatures have disadvantage on Charisma, Wisdom, and Intelligence checks and saving throws against the imbiber for the duration. In addition, the imbiber's Charisma becomes 24 (+7 modifier) for the duration or until they cast a spell that deals damage.

**PHILTER OF PERISHING**

*Potion, rare*

One minute after drinking this surprisingly fruity potion, a willing creature dies and is placed under the effects of the gentle repose spell. At the end of the 10 day period or when targeted by a lesser restoration spell, the creature may return to life, if they wish, with 1 hit point.

**NIP OF N.A.P**

*Potion, rare*

Drinking this potion grants a creature the effect of the nondetection and polymorph spells with a duration of 1 week. The imbiber may become any beast up to a challenge rating of 4. If the imbiber's health is reduced to 0 at any point, the polymorph spell ends. A dispel magic (DC 15) or antimagic field can end the two effects prematurely.

**DEVOUT LIBATION**

*Potion, rare*

A cleric, paladin, or druid that ingests this potion may speak to their chosen deity as though casting the commune spell. Other creatures who drink the colorful liquid can sense the presence of clerics, paladins, druids, and undead out to a distance of 1,000 feet for 10 minutes. In addition, any creature that drinks the potion has resistance to Radiant and Necrotic damage until they finish a short or long rest.

**BLOOD'S AEGIS**

*Potion, rare*

This tincture fortifies the body against any who would consume it. For 24 hours after this potion is ingested, creatures that hit you with a natural weapon, such as teeth or claws, are wracked with horrible pain, taking 4d6 necrotic damage. A creature that consumes blood directly from your body (such as a stirge or vampire) must succeed on a DC 12 Constitution saving throw or drop to 0 hit points.

<p><b>LIQUOR OF ERASURE</b> <i>Potion, rare</i> This flavorful liquid can be used to erase a single person from one's memory. After ingesting the potion, a creature can speak the name of a person they've seen within the past year and any events related to that person are completely forgotten. An unwilling creature can succeed on a DC 14 Intelligence saving throw to be unaffected. On a failed save, the target forgets the next person they are prompted to remember.</p>	<p><b>LIBATION OF AMITY</b> <i>Potion, rare</i> This potion only takes effect when poured for another willing creature. The imbiber of this potion and the person who poured it for them regard one another as close, personal friends. Even the threads of fate alter themselves to produce between the two a trust and understanding beyond what even long-standing companions would experience. The two creatures can also sense the presence, though not direction, of one another within 1,000 feet.</p>
<p><b>TONIC OF REMEMBRANCE</b> <i>Potion, rare</i> After drinking this colorful liquid, for 20 days you can unerringly recall anything you see, hear, or read, but you have difficulty recalling your own name.</p>	<p><b>SUSURRUS POTION</b> <i>Potion, rare</i> After drinking this fruity concoction, you can acutely hear and understand whispered words within 100 feet. Each time you finish a long rest, roll a d6. On a roll of 1, the effect of the potion ends. On a roll of 6, you are also aware of anyone within 1 mile who speaks your name – but do not know who spoke it or why.</p>
<p><b>DRAFT OF SATIABLE VICTUAL</b> <i>Potion, rare</i> This potion, when drank, sustains the imbiber completely for 1 year – they do not require food or water at all. Beings that require a certain substance to survive (such as Vampires) are likewise sustained by it as though they fed properly each day for the duration of the potion's effect. In addition, a creature satiated by the potion gains 1d10 temporary hit points each time they finish a short or long rest.</p>	<p><b>SIP OF SERENE SLEEP</b> <i>Potion, rare</i> For 30 days after drinking this potion, you finish long rests in half the time and can use an action to fall asleep, regardless of circumstances. While asleep, you may choose what rouses you from your slumber, even ignoring taking damage if you choose. You suffer no penalties for sleeping in armor or in extreme conditions.</p>
<p><b>MAGICAL MIRA'S MAGNIFYING DRAFT</b> <i>Potion, rare</i> After drinking this potion, a creature that can cast at least 1 spell may maximize the damage of one spell they cast, cause one creature of their choice to automatically fail a saving throw against their spell, or cause a spell effect's duration to become 10 minutes. If the imbiber of this potion uses a spell slot of 5th level or higher, they lose all of their spellcasting ability until they finish a long rest. A creature that ingests this potion that has no spellcasting ability may cast any spell of 1st - 5th level of their choice once.</p>	<p><b>MISSILEBANE MIXTURE</b> <i>Potion, rare</i> After drinking this sugary tonic, your body becomes leathery and hard to pierce for 24 hours. Non-magical ranged weapon attacks deal only half damage and you cannot be critically hit by projectile weapons. Each time you're hit by a ranged weapon attack, you must succeed on a DC 8 Constitution saving throw or fall prone in a fit of ticklish laughter.</p>
<p><b>POTION OF TONE SHIFT</b> <i>Potion, rare</i> When you drink this potion, your voice and diction change completely for 24 hours. If you have spent 1 hour or more conversing with a creature, you can mimic its voice, though the potion does not give you the ability to speak a language you do not know. A creature familiar with the voice can use its action to make a DC 18 Wisdom (Insight) check to discern the false nature of the potion. Creatures unfamiliar with the chosen voice cannot discern that it is not legitimate. Along with a shift in voice, the tone and diction used to speak also changes – for instance, a dwarven barbarian can sound like a High Elf Lord in both pitch and word choice.</p>	<p><b>EMANATION AND REDOLENCE DERIVATION CONCOCTION</b> ("SNOOT TONIC") <i>Potion, rare</i> When you drink this watery potion, your nostrils grow wide and exceptionally acute. For 24 hours you gain advantage on all perception checks based on smell and can track the scent of any creature you are familiar with within 3 miles. In addition, you may sense if a creature is suffering from poison or disease so long as you can smell them.</p>
<p><b>GEYSER JUICE</b> <i>Potion, rare</i> When you drink this potion, water pours from your mouth, nose, and ears for 1 hour at the rate of 10 gallons per minute. You can breathe normally as though under the effects of waterbreathing for the duration but are deafened. As a bonus action you can change the nature of the watery expulsion in one of the following manners:</p> <p>Stream: The water fires forth from your mouth and eyes at one target within 20 feet. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed 10 feet or knocked prone.</p> <p>Bubbler: The water begins to froth and churn around you, centered on you, in a 10 foot radius. Creatures within the area are lightly obscured, and you have resistance to fire damage while in the area.</p> <p>Wave: The flow from your body ceases for 1 round. At the start of your next turn, a 30 foot cone of water belches forth from you in a direction of your choice. A creature caught in the cone must succeed on a DC 15 Strength saving throw or take 3d6 bludgeoning damage</p>	<p><b>MISFORTUNE'S MISHAP</b> <i>Potion, legendary</i> This magical potion is a haphazard mixture of several other potions. A taste of the potion does not reveal what magical effect it will have, but the identify spell reveals the potent yet unpredictable nature of the draft. When you drink this potion, roll 1d4 and consult the chart below. The effect of the potion lasts for 1 minute:</p> <ol style="list-style-type: none"> <li>1. Creatures that attack you must roll below your armor class in order to hit you with an attack. Rolls of 20 are still considered critical hits and rolls of 1 are still considered critical misses.</li> <li>2. Treat the damage dice of any weapon attack you make as one size larger and any attack that hits you as one size smaller (1 - 1d4 - 1d6 - 1d8 - 1d10 - 1d12 - 1d20) but you automatically fail Dexterity and Constitution saving throws.</li> <li>3. You cannot be targeted by spells or magical effects from enemies or allies. Area of effect spells and effects affect you normally.</li> <li>4. Roll 1d6 at the start of each round. On a roll of 5 or 6, a Fireball detonates centered at your feet. You automatically fail the Dexterity saving throw against it, but only take half damage. If you are reduced to 0hp, this effect ends until you gain at least 1hp.</li> </ol>

## CREDITS

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