

Potions

written by A J | November 14, 2014

Potions in Cresthaven are typically found in small glass vials, much like Holy Water, but don't let their similar appearance fool you. Each one has a distinct **smell and taste**, even two potions with the exact same effect! This is a lingering echo of the chaotic magical infusions used in their creation, a time when alchemists were less concerned with purity and more with raw power, often unknowingly exposing themselves to various harmful elements during their craft.

Unless specifically stated, a potion's effects last **7-12 turns**. As the DM, only you should know the exact duration, and you'll track it when a potion is consumed. The entire potion must be drunk to gain its full effect.

A character can **sip a potion** to discover its type, then save the rest for later. Sipping doesn't diminish the potion's effect or duration. Drinking a full potion takes **one round**.

Caution! Drinking a potion while another potion is still active (excluding a Potion of Healing) will cause the imbiber to become **sick** for 3 turns (1/2 hour). During this time, they cannot perform any actions, and both potions immediately lose their effects. There is no saving throw against this sickness.

Potion Descriptions

Here are the revised potions, each with a unique flair:

Potion of Animal Friendship

This potion smells faintly of damp earth and fresh-cut grass, with a surprisingly sweet aftertaste.

When you drink this potion, you gain the ability to communicate with and influence animals. For the next hour, you can cast the animal friendship spell at will (DC 13).

Potion of Diminution

A pungent, coppery scent, reminiscent of old coins, accompanies this potion. It tastes like concentrated dew.

Upon drinking, you instantly shrink to a mere 6 inches in height. While diminutive, you cannot deal damage with physical attacks against creatures larger than 1 foot. However, you can easily slip through small cracks and gain advantage on Dexterity (Stealth) checks when standing still, reflecting a 90% chance of remaining unseen. This potion will negate the effects of a Potion of Growth.

Elixir of Life

This thick, shimmering liquid has no discernible scent, but tastes profoundly of ozone and pure, cool spring water.

This legendary elixir has two profound effects. If consumed by a dead creature, it restores them to life as if by a resurrection spell. If a living creature drinks the Elixir of Life, they are automatically resurrected the next time they are killed, provided their body remains largely intact.

Elixir of Madness

A single sip of this dark, viscous fluid assaults the senses with the stench of spoiled milk and rust, tasting of bile and ash.

Even the smallest sip of this elixir causes the imbiber to descend into madness, as if affected by the 4th-level wizard spell confusion. This madness persists until removed by a heal, restoration, or wish spell. Once any creature is affected by this elixir, the remaining liquid in the vial instantly loses all magical properties, becoming merely a foul-tasting, non-magical fluid.

Potion of ESP (Extra-Sensory Perception)

This potion has a faint, metallic tang, like licking a forgotten copper wire, and tastes of static electricity.

When consumed, this potion grants you the ability to perceive thoughts. For its duration, you can “hear” the surface thoughts (if any) of one creature within 60 feet. You must concentrate for one full turn on a specific direction. Your thoughts can pierce through up to 2 feet of solid rock, but even a thin sheet of lead will completely block its effect.

Potion of Gaseous Form

This airy potion smells faintly of petrichor after a summer rain, and tastes like cool, humid air.

Upon drinking, your body transforms into a swirling cloud of gas. Any items you are carrying or wearing immediately fall through your ethereal form to the ground. You retain full control over your gaseous body, allowing you to drift through small openings, cracks, and even keyholes. While in gaseous form, you cannot attack, but you gain an impressive Armor Class of 22 and are immune to damage from non-magical weapons.

Potion of Growth

A potent, earthy aroma, like freshly tilled soil after a rain, emanates from this potion. It tastes of rich, dark loam.

This potion causes you to grow to twice your normal size. While enlarged, your Strength increases by +4, and you inflict double damage (twice the

amount rolled) on any successful hit. Your hit points, however, remain unchanged. This potion will negate the effects of a Potion of Diminution.

Potion of Healing

This common potion smells faintly of clean bandages and antiseptic, with a refreshing, slightly minty taste.

Like the cure light wounds spell, drinking this potion restores $1d8 + 1$ lost hit points or cures the condition of paralysis for one creature. A rarer, more potent version exists that restores $2d4 + 2$ hit points instead. This potion has no duration for the purpose of potion interaction sickness.

Potion of Invisibility

This potion has no scent, and when swallowed, it feels like drinking pure, distilled silence.

This potion grants you the effects of the invisibility spell. Upon drinking, you and all items you are carrying and wearing become invisible. Any invisible item becomes visible again once it leaves your possession (e.g., is set down, dropped). For those seeking fleeting stealth, the DM may allow a character to take up to 6 small sips, each granting invisibility for a single turn.

Potion of Levitation

This light, effervescent potion smells faintly of high mountain air and tastes like crisp, clear sky.

Drinking this potion grants you the ability to levitate, mirroring the levitation spell. You can move straight up or down through the air without any physical support at a rate of 60 feet per round. You cannot move horizontally on your own, but you could push or pull yourself along surfaces like a ceiling to move sideways.

Potion of Poison

This potion often has a deceptively pleasant aroma—perhaps a sweet berry or a floral bouquet—but its taste is intensely bitter, with a burning sensation that lingers.

Poisons are crafted to mimic the appearance of normal magic potions, making them deadly traps. If any amount of this potion is swallowed, even a sip, the character must succeed on a DC 12 Constitution saving throw or die! (Alternatively, if you prefer, failing the save can inflict a set amount of damage instead of instant death.)

Potion of Resistance

This potion has a strange, mutable scent, shifting between char, ice, or ozone depending on its properties. It tastes like concentrated, raw energy.

When you drink this potion, you gain resistance (taking half damage) and advantage on saving throws against one specific type of damage for one hour. The DM will choose the damage type or determine it randomly from the following: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder.

Potion of Water Breathing

This potion smells of the deep ocean, kelp, and a hint of salt. It tastes surprisingly refreshing, like cool seafoam.

Drinking this potion grants you the ability to breathe underwater. The effect lasts for 1d6 turns (determined by the DM), and each vial contains enough for 1d4 uses.