

MYSTERY POTION

Potion, rare

Roll 1d100 on the following table to determine the effect for the next hour. When a spell is cast on you, a Constitution of 16 (DC 14) is the stat used.

MYSTERY POTION

Mystery Potion	Effect
01	An unseen servant appears somewhere within 30 feet of you and tries to harmlessly prank and annoy you.
02	You turn invisible until you attack, cast a spell, or jump more than 3 feet in the air.
03	You gain temporary HP equal to your maximum HP subtracted by your current HP.
04	Everyone within 100 feet of you hears the gonging of a loud bell from the direction opposite you, a number of gongs equal to the time of day.
05	You can only lie.
06	You learn Druidic, Thieves Cant, Hook Horror, Sphinx, Giant Elk, and Giant Owl, for the duration.
07	Everything tastes like raisins to you.
08	You see hallucinations of impossible events everywhere you look.
09	You don't understand any math.
10	You shine light brightly in every direction for 60 feet.
11	You gain a mutation. Roll 1d20 on the Random Mutation Table.
12	Objects you hold have reversed gravity while you hold them. This gives you disadvantage on all attack rolls.
13	You become extremely intoxicated.
14	You become frightened of all tongues.
15	You can only see in dark or dim light.
16	One of your limbs is petrified.
17	You pass the next Acrobatics check you make of CR 25 or less.
18	You become a puddle of a random liquid (roll 1d20 on the Random Liquid Table) of a size equal to one tenth your body size.
19	You cannot stop moving. You must use your entire movement every round.
20	The potion becomes a random liquid in your throat (roll 1d20 on the Random Liquid Table).
21	If you have spells, you cast the second spell on your spell list (alphabetically) centered on or targeting the next child you see.
22	All unarmed attacks against you miss.
23	Bubbles continuously shoot out of all feathers within 100 feet of you.
24	Your hands become metal. Your unarmed strikes with them do 1d8 bludgeoning damage.
25	Dispell Magic is cast with a 9th level spell slot on you.
26	You are blinded.

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27	You immediately heal 60 hit points.
28	You may cast any cantrip, using the appropriate action. Strength is your spellcasting stat for these spells.
29	You unleash sweet smells. You have advantage on all Charisma checks.
30	You are deafened.
31	You really have to urinate.
32	You, and everything you were already holding, become incorporeal. You cannot interact with any physical object
33	Detect Good and Evil, Detect Magic, and Detect Poison and Disease are all cast on you.
34	Lightning immediately shoots out from you, doing 13 (3d8) lightning damage to you and all creatures within 15 feet of you, and all creatures within 15 feet of them, and so on.
35	You cough frequently, and cough up blood when you do so. Whenever you attempt a strenuous action, roll a DC 12 Constitution saving throw, coughing so violently you gain disadvantage on all rolls caused by the action.
36	Barkskin is cast on you.
37	An Arcane Eye follows your actions.
38	All zombies that are not under the direct control of another effect begin to make their way towards you. They are hostile.
39	Your carrying capacity is quadrupled, thanks to your sheer might.
40	All fruits near you rot in five minutes.
41	Your shoes untie, no matter how you try to close them.
42	You float five feet off the ground.
43	You are transported to a random plane. Roll 1d6 on the Random Planes Table.
44	An imp appears in the nearest backpack or other sizable container. He demands 1d10 silver pieces. If refused, he will fight.
45	Everything becomes alcoholic for you, and as potent as rum.
46	As an action, you can concentrate really hard, allowing you to fly up to 60 feet a turn, including hovering.
47	You gain resistance to fire damage.
48	You gain vulnerability to fire damage.
49	You cannot read, as letters, numbers, and punctuation seem to move across pages.
50	You become highly magnetic, repelling metal objects near you. You have disadvantage on attack rolls with metal weapons.
51	You gain resistance to cold damage.
52	You gain vulnerability to cold damage.
53	You become revenously hungry.
54	Your density increases twofold.
55	You gain resistance to lightning damage.
56	You gain vulnerability to lightning damage.

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57	You emanate an aura of healing. Any creature within 15 feet of you at the end of your turn heals 1d12 hit points, including hostile creatures.
58	You decrease in size, as if Enlarge/Reduce was cast to decrease your size.
59	You gain resistance to thunder damage.
60	You gain vulnerability to thunder damage.
61	You fall over, becoming prone, and cannot rise.
62	You cannot sleep.
63	You gain resistance to acid damage.
64	You gain vulnerability to acid damage.
65	You can talk to frogs for the duration, and they will obey you.
66	You grow an enormous beard.
67	You gain resistance to poison damage.
68	You gain vulnerability to poison damage.
69	You become sexually attracted to the next adult humanoid you see.
60	You grow a prehensile tail.
71	You gain resistance to necrotic damage.
72	You gain vulnerability to necrotic damage.
73	You gain two levels of exhaustion.
74	Every minute, you teleport to a random location 60 feet from where you are.
75	You gain resistance to radiant damage.
76	You gain vulnerability to radiant damage.
77	Elementals cannot see you.
78	You gain darkvision for 120 feet.
79	You gain resistance to psychic damage.
80	You gain vulnerability to psychic damage.

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81	You become highly sticky, attaching almost everything you touch to you. It takes a DC 15 Strength check to remove an item stuck to you from you.
82	You become a rat for the duration.
83	You gain resistance to force damage.
84	You gain vulnerability to force damage.
85	You do not feel the wind around you, nor are you affected by it.
86	You have a revolting smell. Creatures that start a turn within 15 feet of you must make a DC 15 Constitution save to avoid being poisoned. They may remake the save at the end of their turn.
87	You gain resistance to piercing damage.
88	You gain vulnerability to piercing damage.
89	You increase in size, as if Enlarge/Reduce was cast to increase your size.
90	You lose all proficiencies with Musical Instruments for the duration.
91	You gain resistance to slashing damage.
92	You gain vulnerability to slashing damage.
93	One of your arms goes slack, and cannot be used for the duration.
94	You can talk to squirrels for the duration, and they will obey you.
95	You gain resistance to bludgeoning damage.
96	You gain vulnerability to bludgeoning damage.
97	Your sense of direction is perfect.
98	You have the behavior patterns of a frog.
99	Power Word Heal is cast on you.
100	An extremely powerful entity is brought before you, and requests you do not do that again.

RANDOM MUTATION TABLE

Roll Mutation

- | | |
|----|--|
| 01 | You have a large scar over part of your body. |
| 02 | One of your body parts is a distinctly different color from the rest of you. |
| 03 | Your hair falls out at sunset and grows back by morning. |
| 04 | You have no toes. |
| 05 | You have a beak instead of a mouth, unless you normally would. Then, you have a mouth. |
| 06 | You have a nonprehensile tail. |
| 07 | There's a large lump on the back of your head. |
| 08 | You have small wings which cannot grant you flight. |
| 09 | One of your ears is much bigger than the other. |
| 10 | Your nose is upside-down. |
| 11 | You have hair only where you would not normally. |
| 12 | Your hair is rough, and emits dust when disturbed. |
| 13 | You have a hole straight through your body. |
| 14 | Your blood is a different color, and can be seen to be this color in your veins. |
| 15 | Your hair is a different color. |
| 16 | You have another thumb on one hand. |
| 17 | Your elbows have small, boney, spikes protruding from them. |
| 18 | You glow faintly in the dark of a light blue. |
| 19 | You have a small extra limb protruding from a part of your body. |
| 20 | You have eyes under your fingernails and toenails, which open when you sleep. They cannot effectively see for you, but they are visible. |

RANDOM LIQUID TABLE

Roll	Mutation
01	Water
02	Common Poison
03	Common Acid
04	Beer
05	Blood
06	Soapy Water
07	Mystery Potion
08	Old Milk
09	Syrup
10	Molten Lead
11	Holy Water
12	Common Healing Potion
13	Wine
14	Saltwater
15	Smashed Berries
16	Smashed Peppers
17	Bath Water
18	Bean Water
19	Superior Healing Potion
20	Your Choice

RANDOM PLANE TABLE

Roll	Plane
01	Hell
02	The Shadowfell
03	The Astral Plane
04	The Feywild
05	The Ethereal Plane
06	The Holy Plane