A LITTLE LESS PREP. A LITTLE MORE WONDER.

Potions & oils

Twenty-seven bottled finds, with healing dice, duration reminders and one dangerous impostor.



How to use. Roll d100 and read 00 as 100. These are quick effect reminders. Drinking or administering a potion normally uses a Bonus Action in 2024; oils have their own application times. Open the linked card for full use and restrictions.

d100	Potion / oil	Rarity	Effect at a glance
01-18	**Potion of Healing**	Common	Regain 2d4 + 2 HP; drink or administer as a Bonus Action.
19-25	**Potion of Climbing**	Common	Climb Speed equal to Speed and Advantage on climbing checks; 1 hour.
26-37	**Potion of Healing (Greater)**	Uncommon	Regain 4d4 + 4 HP; drink or administer as a Bonus Action.
38-41	**Potion of Animal Friendship**	Uncommon	Cast level 3 Animal Friendship (save DC 13) after drinking.
42-45	**Potion of Giant Strength (Hill)**	Uncommon	Strength becomes 21 for 1 hour, unless already 21 or higher.
46-49	**Potion of Growth**	Uncommon	Enlarge effect for 10 minutes, without Concentration.
50-54	**Potion of Resistance**	Uncommon	Resistance to one chosen damage type for 1 hour.
55-59	**Potion of Water Breathing**	Uncommon	Breathe underwater for 24 hours.
60-62	**Oil of Slipperiness**	Uncommon	Freedom of Movement or Grease for 8 hours; apply as directed.
63-64	**Philter of Love**	Uncommon	The next creature seen within 10 minutes charms you for 1 hour.
65	**Potion of Poison**	Uncommon	4d6 Poison damage; DC 13 Con save or Poisoned for 1 hour.
66-71	**Potion of Healing (Superior)**	Rare	Regain 8d4 + 8 HP; drink or administer as a Bonus Action.
72-73	**Potion of Clairvoyance**	Rare	Gain the effect of Clairvoyance without Concentration.
74-75	**Potion of Diminution**	Rare	Reduce effect for 1d4 hours, without Concentration.
76-77	**Potion of Gaseous Form**	Rare	Gaseous Form for 1 hour, without Concentration; can end early.
78-79	**Potion of Giant Strength (Fire)**	Rare	Strength becomes 25 for 1 hour, unless already 25 or higher.
80-81	**Potion of Giant Strength (Frost or Stone)**	Rare	Strength becomes 23 for 1 hour, unless already 23 or higher.
82-83	**Potion of Heroism**	Rare	10 Temporary HP and Bless for 1 hour, without Concentration.
84-87	**Potion of Invisibility**	Rare	Invisible for up to 1 hour; attacks, damage or spellcasting end it.
88-89	**Potion of Mind Reading**	Rare	Detect Thoughts (DC 13) for 10 minutes, without Concentration.
90	**Oil of Etherealness**	Rare	Apply for 10 minutes to gain Etherealness for 1 hour.
91-93	**Potion of Healing (Supreme)**	Very rare	Regain 10d4 + 20 HP; drink or administer as a Bonus Action.
94-95	**Potion of Flying**	Very rare	Fly Speed equal to Speed and hover for 1 hour; falling risk on expiry.
96-97	**Potion of Speed**	Very rare	Haste for 1 minute; no Concentration or end-of-Haste lethargy.
98	**Potion of Giant Strength (Cloud)**	Very rare	Strength becomes 27 for 1 hour, unless already 27 or higher.
99	**Oil of Sharpness**	Very rare	Apply 1 min: eligible nonmagical weapon/ammo becomes +3.
00	**Potion of Giant Strength (Storm)**	Legendary	Strength becomes 29 for 1 hour, unless already 29 or higher.

Your table, your treasure. Custom rarity odds: common 25%, uncommon 40%, rare 25%, very rare 9%, legendary 1%. Potion of Poison is a GM-facing result. Choose the damage type of a Potion of Resistance before use. Oils are applied as their cards direct; they are not drinks.

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