

"Who cares how old it is? You run around afraid of the old magic, you miss out the best magic, I say. It ain't dried, has it? It's still glowing, ain't it? Here, I'll have a taste first. Show you it's as safe as water, it is."

—Last words of Otto Iron tongue,  
potion trader of Waterdeep

The *Dungeon Masters' Guide* presents a wide range of magic items for your DUNGEONS & DRAGONS games, including a number of vintage items familiar to players of all editions of the game. But magic is mysterious, and many unique and memorable items remain to be discovered by DMs and players alike.

## THE EMPORIUM OF UNCANNY MAGIC

*The Emporium of Uncanny Magic — Lost Potions* presents twenty-seven interesting potions, elixirs, philters, and oils from previous editions of the D&D game, updated and revised for fifth edition. Also included in this collection are four potion curses — new rules for drawbacks and only-occasionally fatal flaws that can be added to regular potions, to the detriment of characters and the amusement of DMs.

Like the other potions, elixirs, philters, and oils in the *Dungeon Master's Guide*, these new potion items are consumable items that are used up when activated. A potion, elixir, or philter must be swallowed to activate it, while an oil is applied to the body, to an object, or to an area. When a consumable item is used, it loses its magic.

Regardless of whether they take the form of potions, elixirs, philters, or oils, these new potion items are presented in alphabetical order according to the purpose or function that is the last part of their names.

### OIL OF ANIMATE DEAD

*Potion, rare*

This viscous black oil carries the scent of rot and the grave, even while stoppered. When you pour this oil upon a pile of bones or a corpse of a Medium or Small humanoid, it causes the remains to rise as an undead creature, as if affected by the *animate dead* spell.

The undead creature created with this oil remains under your control for 24 hours, and can be mentally commanded according to the terms of the spell. You can reassert control over the creature by applying another *oil of animate dead* to it, or by casting the *animate dead* spell on it. Each such use of the oil allows you to reassert control over only one undead creature.

### POTION OF CHARISMA

*Potion, rare*

This red-orange potion is filled with swirling motes of white. For 3 hours after you drink this potion, you have advantage on Charisma checks and Charisma saving throws.

### OIL OF DISENCHANTMENT

*Potion, very rare*

A faint sheen of liquid covers any container holding this iron-gray oil, no matter how tightly it is stoppered. If this oil is applied to a creature that is charmed, frightened, or possessed, that effect ends on the creature. If this oil is applied to a magic item, all that item's magical properties are suppressed for 4 hours. While under the effect of *oil of disenchantment*, a magic item radiates no magic and appears to be a mundane item. This oil has no effect on artifacts.

*Oil of disenchantment* can affect magically imbued objects such as magical traps only if the magic is wholly contained within the object, at the DM's determination. However, applying the oil requires contact with the object, which might trigger certain magical traps.

# LOST POTIONS

### POTION OF DRAGON CONTROL

*Potion, legendary*

This milk-white potion holds ten tiny flecks of dragon scale in suspension, marking the colors of the five chromatic and five metallic dragons. When you drink this potion, you gain the ability to force your will upon a single true dragon within 60 feet of you. The dragon must succeed on a DC 17 Wisdom saving throw to resist your control, making this save with advantage if you or your companions are fighting it. On a failed save, the dragon is charmed



## Buyer Beware

Part of what keeps the powerful magic of the *potion of dragon control* and the *potion of giant control* legendary rare is the hatred those potions' target creatures hold for that magic, and the lengths they will go to prevent its creation and use. History is filled with cautionary tales of kings and heroes who thought to use a *potion of giant control* to force fealty from a leader of local giant clans, only to see those clans respond with bloody reprisals. Chromatic dragons and metallic dragons have been known to form short-term alliances dedicated to hunting down adventurers in possession of a *potion of dragon control*, or to the destruction of mages and alchemists foolish enough to brag of their ability to create this item.

by you for 10 minutes, as if subject to the *dominate monster* spell. This effect ends if the dragon takes damage, or if it is threatened by you or your companions. (Most dragons interpret any interference with their hoard as a threat.)

## OIL OF ELEMENTAL INVULNERABILITY

*Potion, legendary*

This slate-gray liquid radiates a pale glow whose color shifts continuously through shades of red, blue, green, and brown. This oil is applied to a single Medium or smaller creature, which becomes invulnerable to elemental forces for 8 hours. While so protected, the creature gains immunity to acid, cold, fire, and lightning damage. The creature also gains immunity to damage caused by impact with earth, stone, or water, including from falling, being caught in a landslide or an avalanche of snow, being buried beneath a stone building (though not a wooden building) as the result of an *earthquake* spell, and so on. Additionally, the creature can hold its breath indefinitely when underwater, when buried beneath rock, earth, or snow, and when immersed in lava.

All other nondamaging effects of such elemental forces affect the creature as normal. For example, a protected creature in the area of an *earthquake* spell has a chance to be knocked prone, and the creature is affected by difficult terrain or movement restrictions arising from wind,

## Credits

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## POTIONS, ELIXIRS, PHILTERS, AND OILS

| Potion                           | Rarity    |
|----------------------------------|-----------|
| Oil of animate dead              | Rare      |
| Potion of charisma               | Rare      |
| Oil of disenchantment            | Very rare |
| Potion of dragon control         | Legendary |
| Oil of elemental invulnerability | Legendary |
| Oil of fiery burning             | Rare      |
| Potion of giant control          | Legendary |
| Philter of glibness              | Uncommon  |
| Elixir of hiding                 | Common    |
| Potion of humanoid control       | Rare      |
| Oil of impact                    | Very rare |
| Potion of infertility            | Common    |
| Potion of intelligence           | Rare      |
| Potion of levitation             | Uncommon  |
| Philter of persuasiveness        | Uncommon  |
| Potion of plant control          | Uncommon  |
| Potion of polymorph self         | Rare      |
| Potion of rainbow hues           | Uncommon  |
| Elixir of sneaking               | Common    |
| Potion of superheroism           | Very rare |
| Oil of sweet water               | Uncommon  |
| Elixir of swimming               | Common    |
| Potion of treasure finding       | Uncommon  |
| Potion of undead control         | Uncommon  |
| Potion of ventriloquism          | Uncommon  |
| Elixir of vision                 | Uncommon  |
| Potion of wisdom                 | Rare      |

rock, earth, or water. Likewise, a protected creature caught in a rockslide would take no damage from the slide, but might be trapped beneath it. Moreover, when the potion's magic ends, the creature will begin to suffocate beneath the rockslide if it has not managed to free itself.

## OIL OF FIERY BURNING

*Potion, rare*

This oil takes the form of writhing flames within its sealed container, which is always warm to the touch. As an action, you can throw the oil's container up to 50 feet, shattering it on impact. When the *oil of fiery burning* is exposed to air, it ignites as an instantaneous pulse of flame in a 20-foot-radius sphere. Each creature in the area must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a success. The fire spreads around corners, and it ignites flammable objects in the area that aren't being worn or carried.

This oil is always held in a tightly sealed container. A creature that opens the container (an action) takes 1d4 fire damage and must succeed on a DC 13 Dexterity saving throw to safely reseal it. On a failed save, the oil ignites with normal effect — and with the creature at the center of the blast.

### POTION OF GIANT CONTROL

*Potion, legendary*

This clear potion is recognized by the oversized vial in which its single dosage must be stored. When you drink this potion, you gain the ability to force your will upon a single giant within 60 feet of you. The giant must succeed on a DC 17 Wisdom saving throw to resist your control, making this save with advantage if you or your companions are fighting it. On a failed save, the giant is charmed by you for 10 minutes, as if subject to the *dominate monster* spell. This effect ends if the giant takes damage, or if it is threatened by you or your companions.

### PHILTER OF GLIBNESS

*Potion, uncommon*

Within its vial, this viscous silver fluid swirls constantly of its own volition. For 1 hour after you drink this philter, you have advantage on Charisma (Deception) checks. In addition, you have advantage on saving throws against any magic that would compel you to speak the truth, and against any magic that detects the truth or falsehood of your spoken words. You are allowed a DC 15 saving throw against such effects even if the effect normally does not allow a save.

### ELIXIR OF HIDING

*Potion, common*

This cloudy gray liquid is shot through with streaks of black. For 1 hour after you drink the elixir, you have advantage on Dexterity (Stealth) checks. While the potion's magic is in effect, you can use a bonus action to make a single attempt to hide in plain sight, allowing you to take the Hide action even against a creature that can see you clearly. You have advantage on your Dexterity (Stealth) check when you hide in plain sight, after which the potion's magic ends.

### POTION OF HUMANOID CONTROL

*Potion, rare*

This pale brown potion has a starkly bitter scent, though it has no taste when consumed. When you drink the potion, you can command obedience from each humanoid creature you can see within 60 feet of you. Each target must succeed on a DC 15 Wisdom saving throw, making this save with advantage if you or your companions are fighting it. On a failed save, a creature is charmed by you for 1 hour. While charmed in this way, a creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way.

### OIL OF IMPACT

*Potion, very rare*

Iron filings float atop this cobalt-blue liquid. Oil of impact can coat any bludgeoning weapon. Applying the oil takes 1 minute. When so applied, the coated weapon is magical and has a +3 bonus to attack and damage rolls for 1 hour.

### POTION OF INFERTILITY

*Potion, common*

This clear potion holds twenty-eight tiny white beads suspended within it, all of which dissolve as the potion is consumed. After you drink the potion, you become incapable of siring or conceiving offspring for 1 year. Drinking the potion has no effect on offspring already conceived at the time it is consumed.

### POTION OF INTELLIGENCE

*Potion, rare*

This silver-white liquid is filled with swirling motes of gold. For 3 hours after you drink this potion, you have advantage on Intelligence checks and Intelligence saving throws.

## League of the White Lotus

Originally a sect of the church of Chauntea, the League of the White Lotus comprises a little-known alliance of the servants of Faerûn's deities of fertility, including Chauntea herself, the dwarven goddess Sharindlar, the elven deities Aerdrie Faenya and Angharradh, the halfling goddess Yondalla, the lesser woodland goddess Shiallia, and even the orc goddess Luthic. Members of the league offer their services as midwives and fertility experts in settlements across Faerûn, and are dedicated to ensuring that all folk are allowed to exercise the right of control over their own fertility.

In addition to maintaining widespread supplies and distribution of the herbs cassil and nararoot (used across Faerûn for the short-term suppression of fertility by both men and women), the acolytes, herbalists, and alchemists loyal to the league create and distribute the more powerful *potion of infertility* through their respective churches, temples, and shrines. Payment for these potions is given as a donation to the league, and is often a token sum far below the nominal worth of such magic. In many instances, the league bestows these potions freely within populations suffering from poverty or natural disasters, and for whom a lack of effective fertility control would create unnecessary hardship.

Members of the league take a dim view of those who resell these gifts of magic for personal gain. But they take an even dimmer view of any who attempt to suppress such magic, in the name of thwarting the personal choices for fertility and procreation that are the inalienable right of all sentient creatures.

## POTION OF LEVITATION

*Potion, uncommon*

This pale blue potion holds a swirling mass of white motes that constantly rise and fall within it. When you drink the potion, you gain the effect of the *levitate* spell for 10 minutes (no concentration required) or until you end the effect as a bonus action. You can levitate while holding objects (including another creature) so long as your weight does not exceed 500 pounds.

## PHILTER OF PERSUASIVENESS

*Potion, uncommon*

This shimmering pink liquid froths and bubbles constantly in its container. For 1 hour after you drink this philter, you have advantage on Charisma (Persuasion) checks. While the potion's magic is in effect, you can use a bonus action to cast the *suggestion* spell. The target must make a successful DC 13 Wisdom saving throw with disadvantage to resist your suggestion. Regardless of the outcome of the save, the potion's magic then ends.

## POTION OF PLANT CONTROL

*Potion, uncommon*

When its vial is shaken, this deep-green liquid reveals fragments of leaf and stem swirling within it. When you drink this potion, you gain the effect of the *speak with plants* spell for 10 minutes. Additionally, while the potion's magic is in effect, you can use a bonus action to attempt to control all plant creatures you can see within 30 feet of you. A plant creature must succeed on a DC 13 Wisdom saving throw or be charmed by you. While charmed in this way, a plant creature is friendly to you and other creatures you designate. A plant creature remains charmed for 1 minute or until it takes damage. As long as the potion's magic remains in effect, you can attempt to charm the same plant creatures multiple times.

## POTION OF POLYMORPH SELF

*Potion, rare*

This potion is a nondescript clear liquid, but the container it is held in constantly changes its shape and form in subtle ways. When you drink this potion, you cast the *polymorph* spell on yourself, changing your form for 1 hour (no concentration required).

## POTION OF RAINBOW HUES

*Potion, uncommon*

This syrupy potion changes its color each time you look at it. For 1 hour after you drink the potion, you gain the ability to alter the color and hue of your skin, hair, eyes, and other physical features as a bonus action. You can alter your coloring in any way you desire, choosing to affect the colors of multiple features or specific ones (for example, changing only your hair or eye color). Those features can take on single hues or patterns of color as you determine.

At the DM's discretion, you have advantage on any Charisma check that can take advantage of your change in hue — for example, if you are in disguise as a drow or a goblin, or if you attempt to convince a group of enemies that you are suffering from a contagious magical plague.

## ELIXIR OF SNEAKING

*Potion, common*

Sloshing or shaking this pale green liquid in its vial produces no sound. For 1 hour after you drink the elixir, you have advantage on any Dexterity (Stealth) check if you move half your speed or more on the same turn.

## POTION OF SUPERHEROISM

*Potion, very rare*

This purple potion froths and bubbles, sending out wisps of steam that surround its sealed container. When you drink the potion, you gain 20 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required), any weapon you wield becomes a magic weapon if it is not one already, and any weapon you wield gains a +1 bonus to attack rolls and damage rolls.

## OIL OF SWEET WATER

*Potion, uncommon*

When light hits it, this yellow oil shimmers with all the colors of the rainbow. *Oil of sweet water* can be poured into any nonmagical liquid to remove impurities, poisons, contagions, and other contaminants, instantaneously transforming it into pure, clean water. A single dose of this oil will purify a volume of contaminated liquid 10 feet on a side (approximately 7,500 gallons). Any liquid or slurry containing more water than other materials (including watery mud, acid, and water suffused with other liquids) is converted to water by the application of this oil.

## ELIXIR OF SWIMMING

*Potion, common*

This deep blue liquid appears to have a small fish swimming within it, which vanishes whenever the potion's stopper is removed. For 1 hour after you drink this elixir, you have advantage on Strength (Athletics) checks made to swim. While the potion's magic is in effect, you can use a bonus action to gain a swimming speed equal to your walking speed for 1 minute. After that time, the potion's magic ends.

## POTION OF TREASURE FINDING

*Potion, uncommon*

This pale green potion reveals glittering motes of gold dust and diamond dust when shaken. When you drink the potion, you gain the ability to detect the location of the closest cache of coins, gems, jewelry, or art objects whose value is in excess of 100 gp, and which lies within 1,000 feet of you. This ability lasts for 10 minutes, grant-

ing you an unerring sense of the direction to the treasure, though not its distance. If the treasure is hidden, you gain no insight into how to reveal it, nor do you gain assistance at overcoming any traps or hazards that might protect it.

The power of the potion does not locate common metals (such as iron or brass), and it does not locate magical treasures unless those treasures are made of valuable metal or contain gems. It does not locate ore, even of valuable metals such as silver and gold. The power of the potion can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block that power, as does a thin sheet of lead.

## POTION OF UNDEAD CONTROL

*Potion, uncommon*

This sluggish black liquid clings to its vial, which appears always to be covered in a shadowy film. When you drink this potion, you choose one undead creature that you can see within 60 feet of you. An intelligent undead creature must make a successful DC 13 Charisma saving throw to negate the power of the potion. If the creature is an unintelligent undead, it automatically fails the save. On a failed saving throw, the undead becomes friendly to you and obeys your commands for 1 hour, or until you or your companions do anything harmful to it.

## POTION OF VENTRILOQUISM

*Potion, uncommon*

When you tap the container holding this bright blue potion, the sound of doing so appears to come from somewhere behind you. For 1 hour after you drink the potion, you can make your voice sound as if it comes from any other location you can see within 60 feet of you. Any sound you can normally make can be redirected with the power of the potion, including feigning another creature's voice or attempting to mimic mundane sounds (dripping water, a rising wind, the call of an animal, and so forth). The DM determines whether your redirection and attempts at mimicry require ability checks or a contest to be believed.

## ELIXIR OF VISION

*Potion, uncommon*

This elixir is a clear liquid that glows brightly whenever any light is shone upon it. For 1 hour after you drink the elixir, you have advantage on Wisdom (Perception) checks that rely on sight. While the potion's magic is in effect, you can use a bonus action to automatically succeed on one Wisdom (Perception) check that relies on sight, after which the potion's magic ends.

## POTION OF WISDOM

*Potion, rare*

This blue-green potion is filled with swirling motes of silver. For 3 hours after you drink the potion, you have advantage on Wisdom checks and Wisdom saving throws.

## POTION CURSES

A potion curse is an additional layer of detrimental magic woven through the beneficial power of a magic potion, elixir, philter, or oil. Canny mages and alchemists sometimes brew curses into their potions as a defense against thieves raiding their stores. Other times, potions might develop a curse over time as their magic is corrupted. Any adventurer who claims a potion left sitting in a tomb for decades or centuries would be wise to consider how its power might have degraded over that time.

### NEGATING A POTION CURSE

Like other curses, the effect of a potion curse can be removed from a creature with the *remove curse* spell or similar magic. However, a potion curse can also be negated before the potion, elixir, philter, or oil it affects is consumed, making the item safe to use. As indicated in the entry for each curse, a potion curse can be negated either by casting a specific spell upon a creature before that creature uses the potion, or the creature can take certain steps to negate the potion curse before drinking. The DM is encouraged to think of additional and alternative methods of negation for the potion curses presented here.

Negating a potion curse is effective only if undertaken before the potion is used. After a curse has affected a character, only a *remove curse* spell or similar magic (in addition to other magic specifically identified in the curse) can undo its effect.

### IDENTIFYING A POTION CURSE

A cursed potion appears to be a normal potion of its type when handled. Focusing on a cursed potion reveals its basic nature but does not reveal the curse. However, unlike with the curses that affect many other magic items, an *identify* spell cast on a cursed potion reveals the curse and also informs the caster of the means to negate it.

When a cursed potion, elixir, philter, or oil is used, its primary effect and its curse effect are both triggered. For potions, elixirs, and philters, the curse affects the creature consuming the item. For a magical oil, the curse affects either the creature employing the oil, the creature employing the item affected by the oil, or a random creature in the area where the oil is used, at the DM's determination. (As a result, potion curses on oils are sometimes more difficult to negate before using.)

Unless the effect of a potion curse is antithetical to the function of a potion (for example, a *potion of healing* afflicted with the curse of poison), the potion functions normally despite the curse effect.

### CURSE OF FUMBLING

When you are affected by this potion curse, you notice no ill effect until the next time you enter combat with a weapon, a focus, or some other object in hand. At the start of each of your turns while you are in combat, you must make a successful DC 15 Dexterity check for each object you hold. On a failed check, the object slips from

your grasp and drops to the ground at your feet. You might need to also make Dexterity checks to hold objects outside of combat, at the DM's determination. This curse persists until you are targeted by the *remove curse* spell or similar magic.

This potion curse most often afflicts potions that enhance a character's physical skills or combat prowess.

**Negating the Curse.** A curse of fumbling can be negated by one of the following options, as determined by the DM:

- The creature using the potion does so while under the effect of the cat's grace option of the *enhanced ability* spell.
- The creature using the potion does so while under the effect of *bleed*.
- The creature using the potion is suffering at least 1 level of exhaustion when the potion is used. A character can intentionally suffer exhaustion by going without food and water for a length of time determined by the DM.

## CURSE OF MADNESS

When you are affected by this potion curse, you must succeed on a DC 15 Wisdom saving throw or be affected by the *confusion* spell. The *confusion* effect persists until you are targeted by the *remove curse* spell or similar magic. This curse can also be ended by a *heal* spell.

This potion curse most often afflicts potions that enhance a character's mental skills or that grant advantages outside of combat.

**Negating the Curse.** A curse of madness can be negated by one or more of the following options, as determined by the DM:

- The creature using the potion does so while under the effect of the fox's cunning or owl's wisdom option of the *enhanced ability* spell.
- The creature using the potion does so while under the effect of *calm emotions*.
- The creature using the potion spends a long rest being privately lectured on any single topic by a learned sage, then uses the potion within the next 24 hours. The cost of such service should be no less than 50 gp.

## CURSE OF POISON

When you are affected by this potion curse, you take 3d6 poison damage. Thereafter, each time you finish a short rest or a long rest, you must succeed on a DC 15 Constitution saving throw or take 1d6 poison damage. This curse persists until you are targeted by the *remove curse* spell or similar magic. This curse can also be ended by a *heal* spell.

This potion curse most often affects potions that increase a character's vitality or that grant unique physical benefits.

**Negating the Curse.** A curse of poison can be negated by one or more of the following options, as determined by the DM:

- The creature using the potion does so while under the effect of the bear's endurance or bull's strength option of the *enhanced ability* spell.
- The creature using the potion does so while under the effect of *protection from poison*.
- The creature using the potion must guzzle fine wine worth at least 50 gp immediately before using the potion.

## CURSE OF STAMMERING

When you are affected by this potion curse, you notice no ill effect until the next time you must speak carefully or while under stress (uttering the verbal component of a spell, speaking in combat, reading a scroll, and so forth). From that point on, everything you say is compromised by constant stammering, stuttering, and mispronunciation.

While affected by the curse, you must make a successful DC 13 Intelligence check to read any scroll or cast any spell with a verbal component. On a failed check, the spell or scroll is not wasted, but you lose the action you used for the attempt. Additionally, you have disadvantage on any ability check involving speech, and the DM can ask for DC 13 ability checks to determine the success of actions that involve speaking (casting spells such as *command* or *suggestion*, using the Turn Undead class feature, and so on). This curse persists until you are targeted by the *remove curse* spell or similar magic.

This potion curse most often affects potions that increase a character's powers of persuasion or that grant control over other creatures.

**Negating the Curse.** A curse of stammering can be negated by one or more of the following options, as determined by the DM:

- The creature using the potion does so while under the effect of the eagle's splendor option of the *enhanced ability* spell.
- The creature using the potion does so while in the area of a *silence* spell.
- The creature using the potion spends a long rest being privately tutored by an acting coach or an expert in public speaking, then uses the potion within the next 24 hours. The cost of such service should be no less than 50 gp. □

## A Tale of Two Poisons

The curse of poison is presented as an alternative to the *potion of poison* found in the *Dungeon Master's Guide*, and DMs might choose to use one or the other in their campaigns. A potion imbued with the curse of poison is potentially just as entertaining as a *potion of poison*, but the curse allows a character to potentially gain some of a potion's positive benefit as well.

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*Oil of disenchantment, potion of dragon control, oil of elemental invulnerability, oil of fiery burning, potion of giant control, philter of glibness, potion of humanoid control, oil of impact, potion of levitation, philter of persuasiveness, potion of plant control, potion of polymorph self, potion of rainbow hues, potion of superheroism, oil of sweet water, potion of treasure finding, potion of undead control, potion of ventriloquism, potion curse of madness, potion curse of fumbling, potion curse of poison, and potion curse of stammering* are adapted from the first edition and second edition AD&D *Dungeon Master Guide*.

*Potion of charisma, elixir of hiding, potion of intelligence, elixir of sneaking, elixir of swimming, elixir of vision, and potion of wisdom* are adapted from the third edition D&D *Dungeon Master's Guide* (v3.0 and v3.5).

*Oil of animate dead and potion of infertility* are adapted from the third edition D&D *Magic of Faerûn*.

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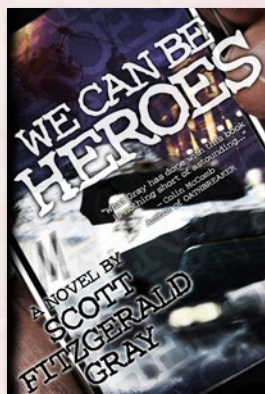
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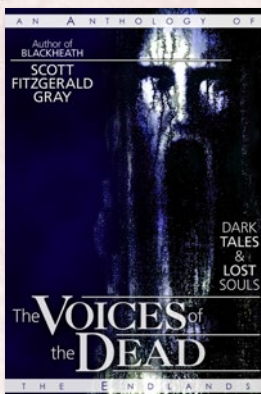
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