

D&D Chaos Mixtures

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PREMISE: Gathering common but unusual items for home-brewed potions can be rewarding but alas, unpredictable.

INSTRUCTIONS: Try using our examples or utilize the blank templates and make your own.

CHAOS MIXTURE — ADVANTAGE WHO

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. Orc Saliva
2. Drops of Blood from an Injured Comrade
3. A Spiderweb Snarl from a Death Jump Spider
4. Bark from the Harken Forest
5. Snippet of Hair from a Dwarf's Unwashed Beard

At your next extended rest: you ground, pound, shake, stir and boil these components to create a potion mixture.

The Good or Bad Effect: You get combat advantage or you grant combat advantage.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — ARMOR OF BRIARS

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. 3 drops of venom from a Yuan-ti
2. Duerger quill
3. Fistful of Dead Ants
4. Captured fire from a Salamander
5. Rose thorns

At your next extended rest: you ground, pound, shake, stir and boil these components to create a potion mixture.

The Good or Bad Effect: Attk's against your AC deal [5] dam to the attacker. Or, you take an extra [5] dam per attk.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — BLOOD OF THE SHIFTER

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. Tears Cried for the Lost
2. Wererat Tail
3. Rare [Lithop] Flower Bud
4. Bottled Last Breath
5. Healing Salve

At your next extended rest: you ground, pound, shake, stir and boil these components to create a dark red mixture.

The Good or Bad Effect: You gain regen [3] until the end of the enc. Or, you are vulnerable [3] until the end of the enc.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — FIRE & RAIN

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. A Bottle of Stale Ale
2. Owlbear Feather
3. Chipped Rocks from an Earth Elemental
4. Captured Fire from an Imp
5. Fistful of Dead Ants

At your next extended rest: you ground, pound, shake, stir and boil these components to create a potion mixture.

The Good or Bad Effect: [+9] att/[2d6+7] dam. Rains down on all enemies or rains down on all allies.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — FIRE FOLLY

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. An Ogre's Tooth
2. A Maiden's Tear
3. Dust from a Tomb
4. Fire Bat Droppings
5. A Lock of Goblin Hair

At your next extended rest: you ground, pound, shake, stir and boil these components to create a red potion mixture.

The Good or Bad Effect: You resist [5] fire or take [5] fire damage (it goes off in your stomach).

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — MOMENTS REPRIEVE

Special

Minor Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. A Tear Cried for a Lost Companion
2. Beholder Eyeball
3. A Black Crow's Foot
4. Dried Tears of a Sleeping Giant
5. Old Frayed Adventurers' Rope

At your next extended rest: you ground, pound, shake, stir and boil these components to create a blue potion mixture.

The Good or Bad Effect: +[9] att vs. Fort & target is dazed (uent). Or instead, you are dazed (uent).

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — ROT GOT

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. Bottle of Stale Potato Wine
2. Gelatinous Cube Floor Residue
3. Scabs from an Ally's Healing Wound
4. Molted Fairy's Wings
5. Cracked Ale Mug

At your next extended rest: you ground, pound, shake, stir and boil these components to create a potion mixture.

The Good or Bad Effect: For the rest of the day, gain [+5] save vs. poison. Or, take a [-5] save vs. poison for the day.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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CHAOS MIXTURE — SAVING GRACE

Special

Standard Action **Spell Mixture**

Your hunt and gathering skills have produced a mish-mash of potentially magical everyday items.

You collected the following:

1. Holy Water
2. Hobgoblin Fingernail
3. Dirt from Torog's Shrine
4. Lithop Flower Bud
5. Ten Gold Pieces

At your next extended rest: you ground, pound, shake, stir and boil these components to create a potion mixture.

The Good or Bad Effect: You get +[2] to your next saving throw or the closest party member gets -[2] to his next one.

Chance Percentage: 50-50
Skill Identity Checks: Arcane, History, or Nature

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