

POTION

TONIC OF FRIGID INTELLECT

Potion, rare



IN COLLABORATION
WITH @SHINYPRESS



PATREON | ARIPOCKILY

POTION

“Who needs to fight against your enemies when you can outsmart them? Mind over body is what I always say! Open your awareness to new possibilities with a psionic tonic so strong you’ll never have to lift a finger again! Buy your Tonic of Frigid Intellect (trademark pending) today!”

This blocky blue bottle is always cold to the touch, and shaking it causes its contents to slosh slowly. Drinking this potion grants you a mental benefit. Roll a d4 to randomly determine the benefit based on the Beneficial Effects table. Each benefit lasts for 1 hour. You cannot gain the effects of the same benefit more than once.



BENEFICIAL EFFECTS TABLE

d4 Benefit

- | | |
|---|--|
| 1 | Your Intelligence and Wisdom scores become 23, unless they were already higher. |
| 2 | Whenever a creature within 60 feet you can see deals damage to you, you can use your reaction to deal 1d8 cold damage to the attacker. |
| 3 | You have advantage on Intelligence and Wisdom saving throws, and you cannot be magically scried upon.

You can cast the <i>mage hand</i> cantrip at will. When you cast this spell, you can use a bonus action to make unarmed strikes as if you were in the hand's space. You use your Intelligence ability for this attack. On a hit, you deal force damage equal to |
| 4 | 1d4 + your Intelligence modifier.

Additionally, whenever you are attacked while the hand is within 5 feet of you, you can use your reaction to attempt to deflect the attack. The attacker must succeed on a DC 10 Wisdom saving throw or waste the attack. |



Minor Curse. This potion grants mental benefit in exchange for a physical detriment. When you drink this potion, roll an additional d4 to determine a detriment based on the Detrimental Effects table. Each detriment lasts for 1 hour.

This curse cannot be revealed by an *identify* spell or an activity as usual, but can be discovered by a skeptical character that succeeds on a DC 10 Wisdom (Medicine) or Intelligence (Arcana) check. The GM makes this roll for the character in secret.

DETRIMENTAL EFFECTS TABLE

Level	Effect
1	Your Strength and Dexterity scores become 10, unless they were already lower.
2	You gain a -2 penalty to your AC.
3	Your speed is reduced by 10 feet. Additionally, whenever you take more than 10 damage from a single source, you fall prone.
4	You have disadvantage on Constitution saving throws.

You can end one detrimental effect of your choice caused from this potion by drinking a *Tonic of Ardent Might*. A hidden label on the bottle provides this information.

