

D20 CURSED POTIONS

Scroll of Revelation #092

THIS CURSED POTION CAUSES...

1. **{Hoofs}** Your feet turn into hooves for 1d4 hours which doubles your speed but imposes disadvantage on Stealth checks.
2. **{Distracted}** You to be easily distracted by everything, imposing disadvantage on any Concentration check you make.
3. **{Dizzy}** The world to spin around you, and you must succeed on a DEX check anytime you want to move or fall prone.
4. **{Wretch}** You to continuously hurl for 1d4 turns. Each time you wretch, succeed on a CON save or gain 1 level of exhaustion.
5. **{Blood Lust}** You to go into a bloody rage for 2d4 rounds, during which time you always attack the closest creature.
6. **{Lead Legs}** Your legs turn to solid lead, causing you to have the Restrained condition for 1d4 rounds.
7. **{Magnetic}** Your body to attract metal for 1d4 hours. Attacks made against you with metal weapons are at Advantage.
8. **{Allergic}** You to become terribly allergic to a random piece of equipment you are wielding or carrying for 1d4 days.



9. **{Unhealable}** You to lose HP rather than gain it when you drink potions or are targeted with healing spells for 1d4 days.
10. **{Love Struck}** You to need to save against being charmed by every humanoid creature you see for the next 1d4 days.
11. **{Gills}** You to sprout gills from your neck, and you require water to breathe for the next 1d4 hours.



12. **{Float}** You to float 30 feet up into the air at the start of every round for 30 feet if you aren't holding on to something.
13. **{Liquify}** You to turn into a puddle of water for 1d4 minutes. You can move around in this form, but nothing more.



14. **{Combust}** A Fireball spell to erupt from you the next time you reach 0 hp. You are not effected by the spell's damage.
15. **{Ethereal}** You to gain the ability to pass through solid objects, but you cannot interact with objects for 1d4 minutes.
16. **{Cowardly}** You to have to save against running away screaming at the start of each turn for the next 1d4 rounds.
17. **{Noodly}** Your arms and legs become thin and spindly, causing your STR score to decrease by 2d6 for 1d4 days.
18. **{Darkness}** Your eyes absorb light, causing you to cast the Darkness spell on yourself for 1d4 minutes.
19. **{Stumped}** Your skin turns to wood for 1d4 minutes, during which time you are vulnerable to fire damage.
20. **{Stink}** You to give off a bad stench that attracts an unusually high amount of nearby beasts and monsters for 1d4 days.