

HOW I RUN IT's DWEOMER DAY: PUTTING THE 'MAGIC' BACK IN MAGICAL ITEMS

DUNWATER POTION OF EXTRA-HEALING

Potion, Uncommon

A potion of extra-healing works much like typical potions of healing, except each gourd's contents can be broken into three draughts. Each draught is less effective on its own than imbibing two or more draughts at once. Furthermore, the pungent taste of the lizardfolk connoction requires any non-lizardfolk who drinks it to make a Constitution saving throw (DC 10) or spit it out to no effect and be nauseated until the beginning of their next turn, unable to take reactions. If this happens, the number of draughts you attempted to drink at once are wasted but assuming there any draughts left you can try again but suffer disadvantage on the save until you have taken a long rest. If you succeed at the save you never have to make it again for this batch.

Each draught heals $2d4+1$ hit points individually and drinking a single draught can be done as a bonus action. However, drinking more than one draught at a time has an increased effect. Drinking two draughts at once heals $4d4+6$ hit points, and drinking three draughts at once heals $6d4+12$ hit points. Drinking two or more draughts at once requires an entire action.

