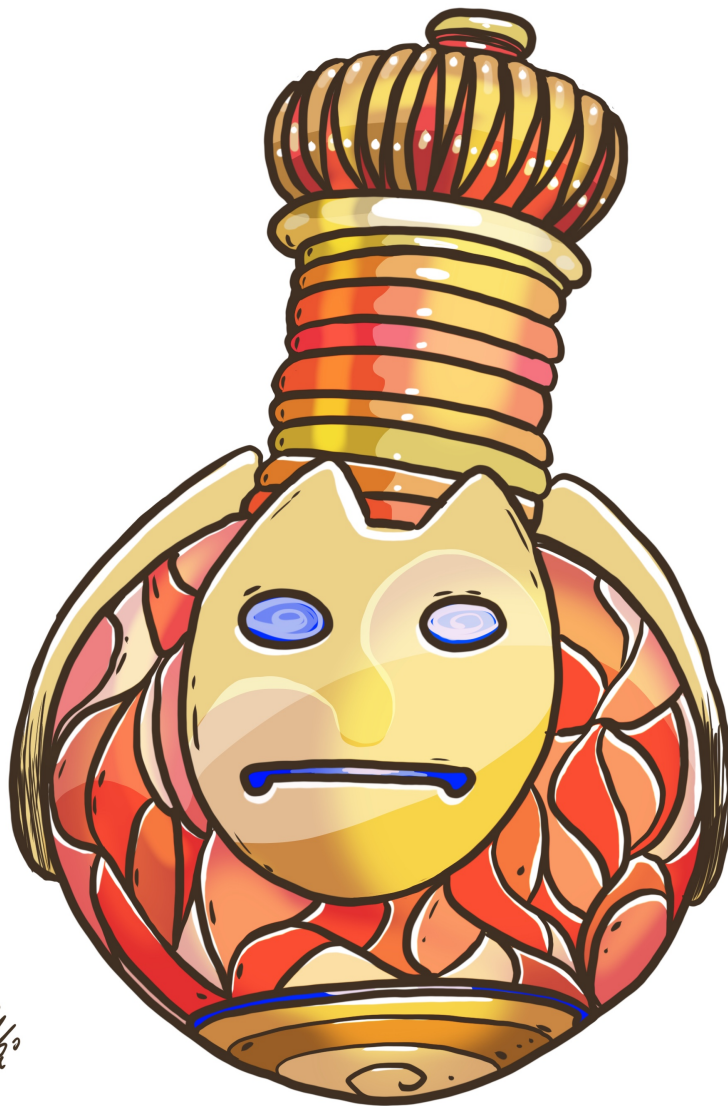


# Potion of Cat's Life



### A Precise Concoction

This is a scroll that teaches someone with proficiency with Herbalism and Alchemy to make the potion known as Cat's Life. Cat's Life is a kind of personalized healing potion that can only be used to heal the person it was created for.



### Usual Uses

- The potion costs 1d4x100 gold worth of materials to make per 30 Hit Points and requires a drop of the intended imbiber's blood. If you have proficiency in Alchemy or Herbalism the DC is 15. If you have proficiency in both Alchemy and Herbalism the DC is halved at 8.
- The intended imbiber doesn't have to be at full health when they provide a blood sample but they must not be diseased or poisoned.
- The potion heals the intended imbiber the exact number of Hit Points they were at when they gave their blood sample.
- The potion will heal proportionally to match the percentage of the amount drunk. For example: if the imbiber drinks 100% of the potion, they will heal 100% of the number of Hit Points they were at when they provided their blood sample, but if the imbiber drinks only 10% of the potion, they will heal 10% of the number of Hit Points they were at when they provided their blood sample.
- If the intended imbiber was wounded when they provided a blood sample, they will only heal to match the hit points they were at when they gave a blood sample (they will have the exact same wounds when they drink the potion as when they did when they gave their blood sample).

### Unusual Uses

- The potion has a shelf life of 5 years. If the intended imbiber stores the potion and uses it after they level up, they will return to the age, Hit Points, and Class Level they were when they first provided a blood sample. While they will not lose their memory, or any mental Attribute increases they have achieved to Intelligence, Wisdom, or Charisma, they will not have access to higher level spells and feats, and will lose any increases to Strength, Dexterity, or Endurance gained from leveling. Increases to Attribute Scores lost to de-leveling and lost spells and feats will be restored when the imbiber naturally levels up again. This cannot be undone with any kind of Restoration spell and can only be undone with the Wish spell.
- If someone other than the imbiber drinks any amount of the potion they must make a Constitution saving throw. Failure will reduce the unintended imbiber to 0 Hit Points and they must begin making Death Saves on their next turn (if they are already at 0 it will have no effect). If the unintended imbiber succeeds their Constitution saving throw they will temporarily polymorph into the physical form of the intended imbiber and they will gain the physical (but not mental) Attributes of the intended imbiber. They will not level down (or up) or lose any of their feats or spells, but nor will they gain any of the intended imbiber's feats or spells. This transformation lasts for 39 days and can only be ended sooner with the Wish spell or with three applications of the Greater Restoration spell timed a day apart each.