

# Expendable Implements



Arrows, Bombs, Oils,  
Poisons, & Potions

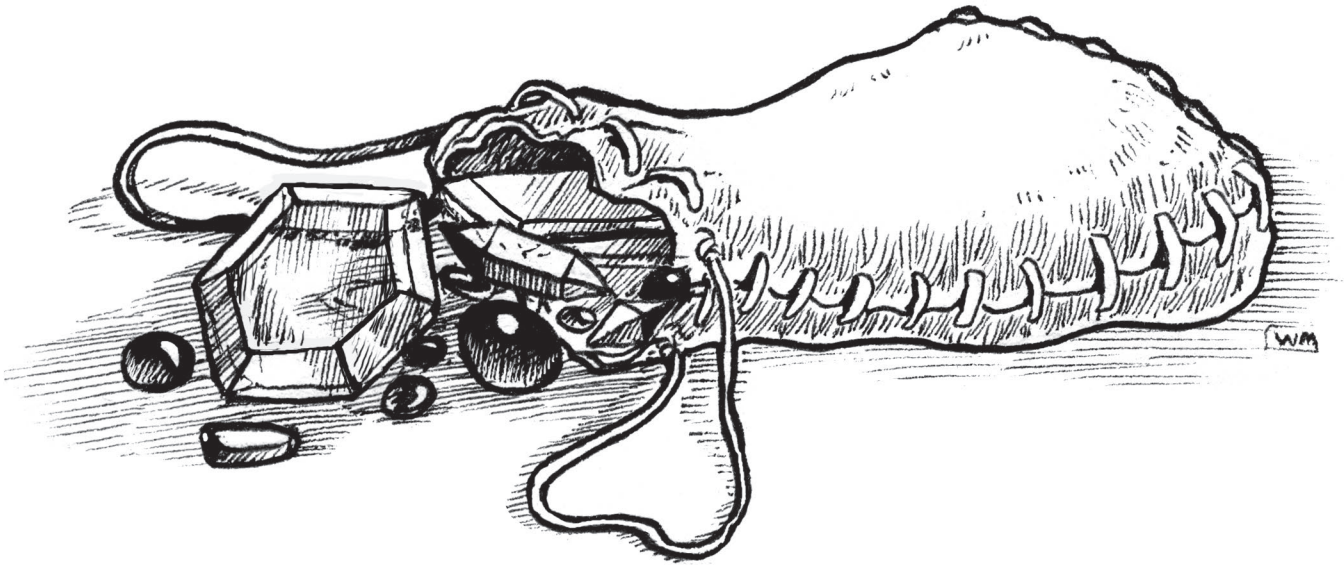




# Expendable Implements

ARROWS, BOMBS, OILS, POISONS & POTIONS

BY SEAN VAS TERRA



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CONSUMABLE MAGIC ITEMS ARE A STAPLE OF treasure hoards since the dawn of adventuring, and for good reason. They can be a fun tool for the players to use, but since they are expendable, they tend not to overwhelm the game

if you give them out generously. Presented here is a collection of consumable magic items of different types, falling into five categories: arrows, bombs, oils, poisons, and potions.

**Arrows**, or any other ammunition type, are pretty straightforward. You loose them from a ranged weapon to activate their effect.

**Bombs** are a new class of magic item defined here as small, throwable items that explode into an area of effect. Their small size allows them to be thrown as a bonus action, making them easily deployable by any character.

**Oils** are also defined here as a new type of magic item. They are long-lasting effects applied to weapons, ammo, or armor. However, they take 1 minute to apply, so need to be used ahead of time.

**Poisons** are defined here as a type of magic item, even though normally they have their own rules. This way just seems easier to me, I'm not sure why the core game doesn't do it. These poisons are quick to apply but with short durations and limited uses.

**Potions** are classic, one-time-use ingestible buffs. Some of the potions here have a use time of a bonus action instead of an action, in order to promote easier use of them in combat.

The items are divided into their respective categories, alphabetically sorted. All the items in the collection are listed here on these random tables for your usage:

### ARROWS

d12	Item	Rarity
1	Arrow of Distant Travel	Rare
2	Arrow of Illumination	Common
3	Arrow of Missile Attraction	Rare
4	Arrow of Obscuring	Uncommon
5	Frozen Arrow	Uncommon
6	Silver Rune Arrow	Very Rare
7	Smoldering Arrow	Common
8	Splitting Arrow	Very Rare
9	Supersonic Arrow	Legendary
10	Thundershot Arrow	Uncommon
11	Vine Arrow	Uncommon
12	Water Arrow	Common



### BOMBS

d12	Item	Rarity
1	Flare Bomb	Uncommon
2	Flash Bomb	Rare
3	Ice Bomb	Rare
4	Lift Bomb	Rare
5	Pepper Bomb	Uncommon
6	Powder Bomb	Uncommon
7	Silver Bomb	Uncommon
8	Smoke Bomb	Common
9	Sticky Bomb	Uncommon
10	Stink Bomb	Uncommon
11	Stun Bomb	Very Rare
12	Wind Bomb	Uncommon

### OILS

d12	Item	Rarity
1	Adaptive Oil	Very Rare
2	Banishing Oil	Very Rare
3	Conductive Oil	Rare
4	Elemental Oil	Rare
5	Enameling Oil	Uncommon
6	Featherweight Oil	Uncommon
7	Holy Oil	Uncommon
8	Mirror Oil	Uncommon
9	Oil of Annihilation	Very Rare
10	Oil of Honing	Very Rare
11	Oil of Minor Sharpening	Uncommon
12	Oil of Slaying	Rarity Varies

### POISONS

d12	Item	Rarity
1	Black Fang	Very Rare
2	Brutesfolly	Very Rare
3	Distilled Hemlock	Rare
4	Essence of Paranoia	Rare
5	Foxglove Powder	Uncommon
6	Magebane Poison	Very Rare
7	Moon's Grace	Very Rare
8	Nightfall	Rare
9	Salamander Toxin	Common
10	Snake Venom	Uncommon
11	Stumbler	Uncommon
12	Wolfsbane Extract	Rare

### POTIONS

d12	Item	Rarity
1	Draught of the Beholder's Gaze	Legendary
2	Elixir of Regeneration	Very Rare
3	Embalming Elixir	Rare
4	Ghost-Slayer's Draught	Rare
5	Philter of Pyromania	Very Rare
6	Potion of Alacrity	Uncommon
7	Potion of Anchoring	Rare
8	Potion of Aspect Masking	Rarity Varies
9	Potion of Camouflage	Uncommon
10	Potion of Darkvision	Uncommon
11	Potion of Spelldriving	Very Rare
12	Tranquil Tea	Uncommon



## ARROWS

### ARROW OF DISTANT TRAVEL

*Ammunition, rare*

This white arrow subtly glows with conjuration magic, able to teleport its user to the location it lands. When you loose this arrow and it either hits a creature or lands in an unoccupied space, it begins to activate. At the end of your next turn, you teleport to the arrow's location. If the arrow hit a creature, you teleport to an unoccupied space within 5 feet of the target. Once used, the arrow becomes nonmagical.

### ARROW OF ILLUMINATION

*Ammunition, common*

The head of this arrow is made of glittering quartz. When this arrow is loosed, it immediately begins to glow, shedding bright light in a 20-foot radius and dim light for an additional 20 feet for 1 minute. The arrow sticks into any creature or surface it impacts. A creature stuck with the arrow can't benefit from being invisible, and can remove it as a bonus action. Once used, the arrow becomes nonmagical.

### ARROW OF MISSILE ATTRACTION

*Ammunition, rare*

Red stripes are painted down the length of this arrow. When you hit a creature with the arrow, all ranged weapon attacks against it have advantage until the end of your next turn. Once used, the arrow becomes nonmagical.

### ARROW OF OBSCURING

*Ammunition, uncommon*

The fletchings of this arrow seem to wisp with dusty smoke. When you loose this arrow and it either hits a creature or lands in an unoccupied space, it activates, creating a 10-foot-radius sphere of grey smoke. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The arrow sticks into any creature or surface it impacts. A creature stuck with the arrow can remove it as a bonus action. Once used, the arrow becomes nonmagical.

### FROZEN ARROW

*Ammunition, uncommon*

Frost seems to gather around the shaft and head of this arrow regardless of the weather. When you hit a creature with the arrow, its speed is reduced to 5 feet until the end of its next turn. A creature immune to cold damage ignores this effect. Once used, the arrow becomes nonmagical.

### SILVER RUNE ARROW

*Ammunition, very rare*

This silver arrow is marked with a rune of truth. When you hit a creature with the arrow, it must make a DC 15 Charisma saving throw. On a failed save a target in a different form, such as if they are a shapechanger, a druid using Wild Shape, or under the effects of a *polymorph* spell, reverts to their original form. Also, any illusion spells of 5th level or lower on the target are dispelled. Once used, the arrow becomes nonmagical.

### SMOLDERING ARROW

*Ammunition, common*

The head of this arrow is warm to the touch and lightly glows like a burning ember. When you hit a target with the arrow, it takes an additional 1d6 fire damage. If the target is a flammable object, it ignites. Once used, the arrow becomes nonmagical.

### SPLITTING ARROW

*Ammunition, very rare*

This arrow has a three-pronged tip of dark iron, and splits into three projectiles when you loose it. When you make an attack against a creature using the arrow, you can also make an attack against up to two additional targets, each within 10 feet of the original creature. Once used, the arrow becomes nonmagical and useless.

### SUPERSONIC ARROW

*Ammunition, legendary*

This sleek arrow barely contains immense energy. When you make a ranged attack using this arrow, the range of the attack increases to 1 mile, and you gain a +3 bonus to the attack roll. When this arrow is loosed, it blasts forward into its target at ludicrous speed, creating a sonic boom in a 15-foot wide line between you and your target. Each creature in the line excluding you must make a DC 19 Strength saving throw. On a failed save, a creature takes 6d8 thunder damage, and is knocked prone and stunned until the end of your next turn. On a successful save, a creature takes half as much damage and is knocked prone, but isn't stunned. The target of the attack must also make this saving throw. If loosed from a nonmagical weapon, that weapon is destroyed by the power of the arrow. Once used, the arrow becomes nonmagical.

### THUNDERSHOT ARROW

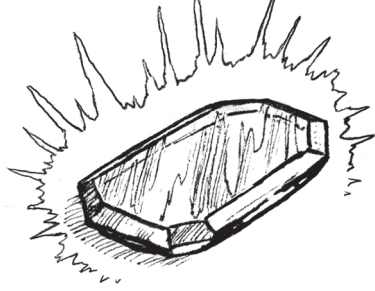
*Ammunition, uncommon*

The head of this arrow is made of granite, and it seems to reverberate with nearby loud noises. When this arrow lands in a space or hits a target, it causes a burst of thunderous sound in a 5-foot radius from the point of impact. Each creature in the area must make a DC 12 Constitution saving throw or take 2d6 thunder damage. Once used, the arrow becomes nonmagical.

#### DIFFERENT TYPES OF AMMUNITION

Arrows are just the default for these items, since that's the type of ammo that my players tend to use. I encourage you to deploy these items as whatever types of ammunition that your players use, be they bolts, bullets, or blowdarts..





#### VINE ARROW

##### *Ammunition, uncommon*

The shaft of this arrow is made of coiled vines and roots. When the arrow hits a surface or creature, grasping weeds and vines sprout from the point of impact in a 10-foot radius, lasting for 1 minute. For the duration, these plants turn the area into difficult terrain. A creature in the area when the plants appear must succeed on a DC 12 Strength saving throw or be restrained by the entangling plants until the effect ends. A creature restrained by the plants can use its action to make a DC 12 Strength check, freeing itself on a success. Once used, the arrow becomes nonmagical.

#### WATER ARROW

##### *Ammunition, common*

The head and fletchings of this slender arrow are a dull blue. When this arrow impacts, water and mist spray forth from it in a 5-foot radius. Any nonmagical flame in the area is doused. If it hits a target that is susceptible to water, such as a fire elemental, the arrow deals an additional 2d8 cold damage. Once used, the arrow becomes nonmagical.

## BOMBS

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#### FLARE BOMB

##### *Bomb, uncommon*

This chalky orb burns with bright red light when thrown. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it ignites and begins to burn for 1 minute, shedding bright light in a 60-foot radius and dim light for an additional 60 feet. Any creature that starts its turn within 5 feet of the burning flare takes 1d6 fire damage. Once used, the bomb becomes inert and nonmagical.

#### FLASH BOMB

##### *Bomb, rare*

This metal disc creates a dazzling array of sparks when thrown. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it explodes into blinding light in a 10-foot radius. Each creature in the area must succeed on a DC 15 Dexterity saving throw or be blinded until the end of their next turn. Once used, the bomb becomes inert and nonmagical.

#### ICE BOMB

##### *Bomb, rare*

This blue crystal contains concentrated arctic wind. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it explodes in a blast of freezing air in a 10-foot radius. Each creature in the area must succeed on a DC 15 Constitution saving throw or be restrained until the end of their next turn, as they are chilled by ice. A creature that takes fire damage while restrained is freed. Once used, the bomb becomes inert and nonmagical.

#### LIFT BOMB

##### *Bomb, rare*

This small purple crystal pulses with energy. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it creates a field of antigravity within a 15-foot radius. Each creature in the radius must succeed on a DC 17 Strength saving throw or be lifted 10 feet into the air. Any loose object in the radius is also lifted. A lifted target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. A target that can't stop itself from falling drops unceremoniously to the ground at the end of its next turn, taking 1d6 bludgeoning damage and falling prone from the fall. Once used, the bomb becomes inert and nonmagical.

#### PEPPER BOMB

##### *Bomb, uncommon*

This glass vial is filled with spicy, foaming liquid. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it shatters and emits a cloud of stinging gas in a 15-foot radius. When a creature enters the gas for the first time on a turn or starts its turn there, it must make a DC 14 Constitution saving throw. On a failed save, the creature has disadvantage on ability checks and attack rolls until the start of its next turn. The gas persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once used, the bomb becomes inert and nonmagical.

#### POWDER BOMB

##### *Bomb, uncommon*

This glass orb is filled with silvery powder. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it shatters and creates a burst of powder in a 15-foot radius, coating each creature and object in the area. Any illusions in the area are revealed to be illusory, unless they are created by a spell of 4th level or higher, and a creature or object coated in the powder can't benefit from being invisible for 1 minute. Once used, the bomb becomes inert and nonmagical.



### SILVER BOMB

*Bomb, uncommon*

This sealed pouch is embossed with a holy sigil. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it explodes into a cloud of silver dust in a 15-foot radius, which lingers in the air for 1 minute. When a creature susceptible to silver weapons starts its turn in the cloud, it loses its resistance or immunity to nonmagical attacks until the end of its next turn. An undead that starts its turn in the cloud has disadvantage on saving throws against any effect that turns undead until the end of its next turn. Once used, the bomb becomes inert and nonmagical.

### SMOKE BOMB

*Bomb, common*

This small bundle explodes into dusty smoke when thrown. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it emits a cloud of smoke that creates a heavily obscured area in a 15-foot radius. The smoke persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once used, the bomb becomes inert and nonmagical.

### STICKY BOMB

*Bomb, uncommon*

This small clay pot holds a sticky resin. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it shatters and sprays sticky glue in a 10-foot radius. Each creature in the area must succeed on a DC 13 Dexterity saving throw or have their speed reduced to 0. As an action, a stuck creature can make a Strength check (DC 13) to escape the glue, ending the effect on itself on a success. Once used, the bomb becomes inert and nonmagical.

### STINK BOMB

*Bomb, uncommon*

This small clay pot unleashes a noxious gas when thrown. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it shatters and emits a burst of foul-smelling gas in a 5-foot radius. Each creature in the area must succeed on a DC 12 Constitution saving throw or be incapacitated until the end of its next turn, as it spends that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. Once used, the bomb becomes inert and nonmagical.

### STUN BOMB

*Bomb, very rare*

This packet of blast powder creates a powerful concussive force when thrown. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it explodes into stunning blast in a 5-foot radius. Each creature in the area must succeed on a DC 15 Constitution saving throw or be deafened and stunned until the end of their next turn. Once used, the bomb becomes inert and nonmagical.

### WIND BOMB

*Bomb, uncommon*

This small brass tube resonates when struck. As a bonus action you can throw the bomb at a point within 60 feet of you. Where the bomb lands, it shatters and emits a burst of thundering wind in a 15-foot radius. Each creature in the area must succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the bomb and fall prone. Once used, the bomb becomes inert and nonmagical.

## OILS

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### ADAPTIVE OIL

*Oil, very rare*

This exotic oil magically changes its effects to exploit your opponent's weaknesses. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. A weapon or piece of ammunition coated with the oil counts as magical, and when you hit a creature that has vulnerability to a damage type using it, the attack deals an additional 1d10 of that damage type.

### BANISHING OIL

*Oil, very rare*

Harvested from the astral sea, this oil can weaken your target's hold on this plane. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. When you hit a creature with the coated weapon or piece of ammunition, it suffers disadvantage on saving throws to avoid being banished or transported to another plane until the end of your next turn.

### CONDUCTIVE OIL

*Oil, rare*

This oil builds up charge through combat. Over the course of 1 minute, you can coat one weapon with the oil. Once applied, the oil retains potency for 8 hours. The oil can hold up to 3 charges. When you miss an attack with the weapon, it gains 1 charge. When you hit a creature with the weapon, all charges are immediately expended, and the attack deals an additional 1d8 lightning damage per charge.

### STACKING OILS & POISONS

The intent is that you can only have one oil or one poison on an object at a time. I would recommend against allowing them to stack, to prevent piling on too many bonuses at once. You could reasonably allow a weapon to have one oil and one poison together, since poisons wear off much quicker. I would run it as the poison is “ontop” the oil, so only the poison applies until it loses potency, at which point the oil’s effect begins to apply instead.

### ELEMENTAL OIL

*Oil, rare*

This oil is distilled from elemental essence. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. The oil is of a certain type: acid, cold, fire, lightning, or thunder (DM’s choice). A weapon or piece of ammunition coated with the oil counts as magical, and deals an additional 1d6 damage of the oil’s type.

### ENAMELING OIL

*Oil, uncommon*

Highly sought by dungeon delvers, this oil can protect your equipment from damage. Over the course of 1 minute, you can coat one weapon, suit of armor, or a shield with the oil. Once applied, the oil retains potency for 8 hours. The coated object is immune to the destructive effects of corrosive creatures such as rust monsters or oozes, and can’t be damaged or destroyed by acid.

### FEATHERWEIGHT OIL

*Oil, uncommon*

This oil lightens armor and muffles its noise. Over the course of 1 minute, you can coat one suit of armor with the oil. Once applied, the oil retains potency for 8 hours. You ignore the coated armor’s Strength requirement, if any, and it doesn’t impose disadvantage on your Dexterity (Stealth) checks.

### HOLY OIL

*Oil, uncommon*

This subtle silvery liquid is blessed in a similar manner as holy water. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. When you hit a creature with the coated weapon or piece of ammunition, it acts as if it were doused with holy water or took radiant damage. For example, the attack would bypass a zombie’s Undead Fortitude trait. The coated weapon also is considered to be silvered.

### MIRROR OIL

*Oil, uncommon*

This oil is quite reflective to both light and magic. Over the course of 1 minute, you can coat one suit of armor or a shield with the oil. Once applied, the oil retains potency for 8 hours. While wearing the coated armor or shield, you have resistance to force and radiant damage.

### OIL OF ANNIHILATION

*Oil, very rare*

Black as pitch, this oil slowly corrodes any container it’s held in. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. Damage dealt by the coated weapon or ammunition also reduces the target’s maximum hitpoints by the same amount, and when you reduce a creature to 0 hitpoints using it, the target is disintegrated into a fine gray dust.

### OIL OF HONING

*Oil, very rare*

This oil hones your weapon to an uncanny degree. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. Your attack rolls with the coated weapon or ammunition score a critical hit on a roll of 19 or 20.

### OIL OF MINOR SHARPENING

*Oil, uncommon*

This oil helps keep your weapon in an ideal shape. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours. A weapon or piece of ammunition coated with the oil counts as magical, and you gain a +1 bonus to attack and damage rolls with it.

### OIL OF SLAYING

*Oil, rarity varies*

This oil has been specially crafted to work against a specific type of creature. Over the course of 1 minute, you can coat one weapon or ten pieces of ammunition with the oil. Once applied, the oil retains potency for 8 hours.

The oil acts against a certain type of creature, to varying degrees of specificity (DM’s choice). When you hit the type of creature effected by the oil with the coated weapon or ammunition, it deals additional damage, with more specific oils dealing higher damage:

Specificity	Example	Bonus Damage
Broad Type	dragons, undead, shapechangers	1d4
Narrow Category	chromatic dragons, fleshy undead, lycanthropes	1d6
Specific Creature	red dragons, ghouls, werewolves	1d8



## POISONS

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### BLACK FANG

*Poison, very rare*

This viscous black sludge gives off a noxious, acrid smell. As a bonus action, you can coat one weapon or up to three pieces of ammunition with the poison. Once applied, the poison retains potency for 1 minute. Once per turn, a creature hit by the poisoned weapon or ammunition must make a DC 15 Constitution saving throw or take 2d8 acid damage.

If applied to a weapon that isn't magical or adamantite, the acidity of the poison rusts and corrodes the weapon, melting and destroying it after 1 minute.

### BRUTESFOLLY

*Poison, very rare*

This thin poison attacks the musculature of the target. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 17 Constitution saving throw or take be poisoned for 1 minute. While poisoned, the creature deals only half damage with weapon attacks that use Strength. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

### DISTILLED HEMLOCK

*Poison, rare*

A long-lasting poison crafted from the hemlock plant. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

### ESSENCE OF PARANOIA

*Poison, rare*

This poison briefly infects a target's mind with raving paranoia. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A creature automatically succeeds if it is immune to being frightened. A poisoned creature can't distinguish friend from foe, regarding all creatures it can see as hostile. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

### FOXGLOVE POWDER

*Poison, uncommon*

This purplish powder is a poison ground from foxglove. There is enough poison here for a single dose. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 14 Constitution saving throw or take 1d8 poison damage and be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

### MAGEBANE POISON

*Poison, very rare*

Specially formulated to attack spellcasters, this poison disrupts the target's capacity to control their magical potential. There is enough poison here for a single dose. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 17 Intelligence saving throw or be forced to immediately expend a spell slot of the highest level that they can. The target also takes 1d4 poison damage per level of the slot expended.

### MOON'S GRACE

*Poison, very rare*

This silvery liquid is a debilitating poison derived from moonseed. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 16 Constitution saving throw or take 1d12 poison damage and be stunned until the end of their next turn.



### POTION DOSAGE

Each entry here represents one dose of the given poison. It's easy enough to give out multiple doses at a time if you want the players to be able to use the poison more often. Most of these poisons intentionally favor applying them in melee rather than at range (though poisoned ammo that misses could be recovered and re-used), while others are more equitable. Mostly the paradigm is that if a poison imposes a significant debuff, it can only be applied to one piece of ammo, whereas just damage poisons can be applied to multiple. This way ranged weapon users aren't tripling effects like the stun of Moon's Grace or the spell slot burning of Magebane Poison.

### NIGHTFALL

*Poison, rare*

Black as night, this poison darkens the eyes of its victims. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is also blinded, and can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

### SALAMANDER TOXIN

*Poison, common*

This translucent, viscous liquid is refined from the secretions of giant salamanders. As a bonus action, you can coat one weapon or up to three pieces of ammunition with the poison. Once applied, the poison retains potency for 1 minute. For the duration, the poisoned weapon or ammunition deals an extra 1d4 poison damage.

### SNAKE VENOM

*Poison, uncommon*

This poison is concentrated from the extracted venom of captive snakes. As a bonus action, you can coat one weapon or up to three pieces of ammunition with the poison. Once applied, the poison retains potency for 1 minute. Once per turn, a creature hit by the poisoned weapon or ammunition must make a DC 13 Constitution saving throw, taking 3d4 poison damage on a failed save, or half as much damage on a success.

### STUMBLER

*Poison, uncommon*

This poison is named after the clumsy movement of its victims. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack. A creature hit by the poisoned weapon or ammunition must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Once per turn when the creature moves more than 5 feet while poisoned, it must make a DC 14 Dexterity saving throw or fall prone. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

### WOLFSBANE EXTRACT

*Poison, rare*

Made from ground wolfsbane root, this brown poison causes lingering pain in the target. As a bonus action, you can coat one weapon or piece of ammunition with the poison. Once applied, the poison retains potency for 1 hour or until delivered via an attack.

A creature hit by the poisoned weapon or ammunition must succeed on a DC 15 Constitution saving throw or take 1d10 poison damage and be poisoned for 1 minute. At the start of each of the poisoned creature's turns, they must repeat the saving throw. On a failed save, they take the poison damage again. On a successful save, the creature is no longer poisoned.

## POTIONS

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### DRAUGHT OF THE BEHOLDER'S GAZE

*Potion, legendary*

Painstakingly crafted from a slain beholder, you always feel like you are being watched by this potion. When you drink this potion as an action, your eyes project an antimagic cone, as in the *antimagic field* spell, in a 60-foot cone for 1 minute. The cone does not include yourself, but can effect your spells and magical effects. At the start of each of your turns, you decide which way the cone faces, and if your eyes are open or closed. Closing your eyes blinds you, but deactivates the cone, until the start of your next turn.

### ELIXIR OF REGENERATION

*Potion, very rare*

Refined from troll's blood, this potion is a deep red. When you drink this potion as an action, you immediately regain 20 hitpoints, and gain limited regeneration for 1 minute. At the start of each of your turns for the duration, you regain 5 hitpoints.



#### EMBALMING ELIXIR

*Potion, rare*

This oily liquid is infused with preserving properties, and was used in ancient mummification rituals. When you drink the potion as an action, your body is inured from decay for 8 hours. You gain resistance to necrotic damage for the duration, and the first time you would drop to 0 hitpoints or be instantly killed, you instead drop to 1 hitpoint.

#### GHOST-SLAYER'S DRAUGHT

*Potion, rare*

This translucent, frothy potion exists in both the material and ethereal planes at once. When you drink the potion as a bonus action, you can see into the Ethereal Plane and target creatures there for 1 minute.

#### PHILTER OF PYROMANIA

*Potion, very rare*

Glowing like lava, this bright orange liquid burns going down. When you drink the potion as an action, you immediately take 4d6 fire damage. After taking the damage, you gain immunity to fire damage for 1 minute. Also for the duration, any fire damage you deal is increased by your level.

#### POTION OF ALACRITY

*Potion, uncommon*

The yellow liquid in this vial flows very easily. When you drink the potion as a bonus action, your movement speed is increased by 10 feet for 1 hour. Also for the duration, you can take the Disengage action as a bonus action.

#### POTION OF ANCHORING

*Potion, uncommon*

The purple liquid in this potion naturally settles to the bottom. When you drink the potion as a bonus action, your position becomes certain for 1 minute. For the duration, you can't be forced to moved (other than by gravity), knocked prone, teleported, or transported to another plane, unless you allow yourself to be.

#### POTION OF ASPECT MASKING

*Potion, rarity varies*

This potion disguises your true nature. When you drink the potion as an action, your creature type and alignment become masked for 1 minute, changing the way the you appear to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell. The potion masks you as a certain type and alignment (DM's choice). For example, it could mask you as a chaotic evil fiend, or as a lawful good celestial. More exotic and powerful masking combinations tend to be rarer.

#### POTION OF CAMOUFLAGE

*Potion, uncommon*

This potion changes color to suit its surroundings. When you drink this potion as an action, you become magically camouflaged to fit into the wilderness for 1 hour. For the duration, you have advantage on Dexterity (Stealth) checks to hide in natural environments.

#### POTION OF DARKVISION

*Potion, uncommon*

This orange potion subtly glows in the dark. When you drink this potion as a bonus action, you gain darkvision with a radius of 60 feet for 8 hours.

#### POTION OF SPELLDRIVING

*Potion, very rare*

This potion is a solution of magical crystals. When you drink this potion as an action, you gain an additional action on each of your turns. This action can only be used to cast a cantrip or a spell of 3rd level or lower. This effect lasts for 1 minute, or until you cast a spell of 1st level or higher using the additional action.

#### TRANQUIL TEA

*Potion, uncommon*

This herbal drink is served hot, soothing the nerves and calming the mind of those who drink it. When you drink this potion as an action, any effect that is causing you to be charmed or frightened ends, and you have advantage on saving throws to avoid being charmed or frightened for 1 hour.

