

DARK SOULS CONSUMABLE ITEMS

Adventurers in the land of ancient lords rely on quick wits quicker reflexes to survive the waves of undead and numerous hazards that plague the crumbling kingdoms therein. Though almost all undead carry an estus flask on their journeys, they also utilize a number of uncommon items to best the challenges separating the bonfires. From the humble prism stone, to the invaluable undead hunter charm, these items prove that it is better to have full pockets than abundant souls.

ADVENTURING GEAR

Item	Cost	Weight
Alluring Skull	50 gp	1 lb.
Bug Pellet	40 gp	—
Green Blossom	30 gp	1/2 lb.
Pine Bundle	60 gp	1/2 lb.
Pine Resin	100 gp	1 lb.
Prism Stone	3 gp	1/4 lb.
Purple Moss Clump	50 gp	1/2 lb.
Undead Hunter Charm	100 gp	1 lb.

Alluring Skull. As an action, this unusual glowing skull can be thrown at a point within 30 feet. Any creature within 30 feet of the skull with either an Intelligence or Wisdom score lower than 8 must make a DC 10 Wisdom saving throw or spend its next turn trying to move as close to the skull as possible. An affected creature will not willingly move into areas that will cause it harm, such as off a cliff or into the area of a harmful spell's effect.

Bug Pellet, Black. As a bonus action, you can eat this medicinal pellet. For the next minute, you have resistance to necrotic damage.

Bug Pellet, Blue. As a bonus action, you can eat this medicinal pellet. For the next minute, you have resistance to force damage.

Bug Pellet, Yellow. As a bonus action, you can eat this medicinal pellet. For the next minute, you have resistance to lightning damage.

Bug Pellet, Red. As a bonus action, you can eat this medicinal pellet. For the next minute, you have resistance to fire damage.

Green Blossom. As a bonus action, you can eat the blossom of this green plant. For the next minute, your movement speed increases by 5 feet.

Pine Bundle, Charcoal. As a bonus action, you can coat one melee weapon or one piece of ammunition with this sticky black resin. Until the beginning of your next turn, attacks made with the weapon or ammunition deal an additional 1d8 fire damage.

Pine Bundle, Gold. As a bonus action, you can coat one melee weapon or one piece of ammunition with this sticky golden resin. Until the beginning of your next turn, attacks made with the weapon or ammunition deal an additional 1d8 lightning damage.

Pine Resin, Charcoal. As an action, you can coat one melee weapon or up to five pieces of ammunition with this sticky black resin. For the next minute, attacks made with the weapon or ammunition deal an additional 1d4 fire damage.

Pine Resin, Gold. As an action, you can coat one melee weapon or up to five pieces of ammunition with this sticky golden resin. For the next minute, attacks made with the weapon or ammunition deal an additional 1d4 lightning damage.

Pine Resin, Human. As an action, you can coat one melee weapon or up to five pieces of ammunition with this sticky grey resin. For the next minute, attacks made with the weapon or ammunition deal an additional 1d4 necrotic damage.

Pine Resin, Pale. As an action, you can coat one melee weapon or up to five pieces of ammunition with this sticky blue resin. For the next minute, attacks made with the weapon or ammunition deal an additional 1d4 force damage.

Prism Stone. This sparkling, multicolored stone is about the size of a walnut. As a bonus action, you can drop a prism stone, or throw it up to 30 feet. Upon impact with a solid surface, the stone bursts, leaving behind a dim, shimmering point of light, which sheds dim light in a 5 foot radius. This light remains in place for 8 hours before fading. If the prism stone falls from a height of 30 feet or higher, it shatters, producing a loud screeching sound upon impact.

Purple Moss Clump. As an action, you can chew this clump of moss, curing you of the Poisoned condition. For the next minute, you have advantage on saving throws against poison and disease.

Undead Hunter Charm. This magic charm is a light, finesse thrown weapon with a range of 20/60 feet. On a hit, it deals no damage, but the target cannot heal by any means for the next minute. The charm is destroyed when it hits a target. If the charm hits a mimic, the mimic is paralyzed for 1 minute.

