

DEAD MAN'S POISON

Magic item
Very Rare



„Weird, this potion has three seals.“

A potion bottle that contains the liquified remains of a dozen fallen soldiers, cursed by their souls, waiting an eternity to be released from their misery. The rare poison inside this potion bottle is said to grant one insight into the world of the dead.

The bottle is locked by a total of three seals: Wax, a silver spring and an amethyst cork.

You can spend **1 Action** to open the seals of the bottle and **1 Action** to consume Dead Man's Poison.

Once consumed, you have to succeed a **Constitution Saving Throw** with **DC 14**, or take **1d8 Poison damage**.

On a **success**, you (and any equipment currently on your body) take on a ghost-like state for **30 minutes**. Your body appears translucent and you have **Advantage** on **Dexterity (Stealth)** checks. Intelligent creatures may recognize you as a spirit.

In this state, you have resistance against non-magical attacks and you can move through walls if the total distance you travel inside them is smaller or equal to half your walking speed. Your turn can not end inside of a wall.

You can only interact with your environment through means that don't involve physical touch. Your attacks can not connect to a target if they deal non-magical damage.

You have **Truesight** of **60 ft** while in this state and are able to talk to the spirits of recently deceased creatures, if they wish so.

Once you return to your original state, you have the **Poisoned** condition for **5 minutes**.