

Alchemist's Fire

This sticky, adhesive fluid ignites when exposed to air. As an [Action](#), you can throw this flask up to 20 feet, shattering it on impact. Make a ranged [Attack](#) against a creature or object, treating the alchemist's fire as an [Improvised Weapon](#). On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its [Action](#) to make a DC 10 [Dexterity](#) check to extinguish the flames.

Show Attribute List

Attributes

adventuring gear (consumable)

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Fire
- **Properties:** Improvised Weapons
- **Range:** 20/60
- **Save:** Dexterity
- **Weight:** 1

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