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