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Potion of the Phantom Devourer



Collaboration with Me.Mimic



Potion of the Phantom Devourer



Potion, very rare

This eerie, glowing potion shimmers with an otherworldly light and has a slight bioluminescent glow, reminiscent of the Phantom Angler's mesmerizing lure.

Upon drinking this potion, you gain the ability to engulf and devour creatures for the next hour. While under the effect of this potion, you gain the following abilities:

- ***Swallow:*** As an action, you can swallow a creature up to one size larger than you. The target must make a DC 17 Dexterity saving throw. On a failed save, the creature is magically reduced to fit within your stomach, restrained, blinded, and has total cover against attacks and other effects from the outside. The engulfed creature takes 2d8 acid damage at the start of each of its turns. The creature can attempt to escape by making a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check as an action. If you take 20 or more damage in a single turn from the engulfed creature, you must succeed on a DC 15 Constitution saving throw or regurgitate the creature, which falls prone in a space within 5 feet of you. You can only swallow one creature at a time.
- ***Phantom Flashlight:*** As an action, you can project a beam of light similar to the Phantom Angler's lure. This light extends in a 30-foot cone and illuminates dim light for an additional 30 feet. The beam lasts for up to 1 minute or until you end it as a bonus action.

The potion lasts for 1 hour.

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This is a collab with Me.mimic!
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