Candles, Dusts, Ointments, Incense, And Stones

written by CresthavenRPG Guru | May 17, 2024



Candles

To use a magic candle, first find a clear, still area to avoid extinguishing the flame. Light the candle and focus on your desired outcome, visualizing the effect taking hold. Place the candle on a stable surface for area-of-effect spells, or waft the smoke towards your target for targeted effects. Remember, once the flame is extinguished, the magic dissipates and the candle is usually used up. So take a deep breath, focus your intent, and let the candle’s magic work its wonder!

Candle of Invocation (Deep purple wax with swirling silver sigils): Summons a random elemental spirit to fight for you. To use, light the candle in a clear area and concentrate on the type of elemental spirit you desire. **Lasts for 1 minute. (1 use) Extinguished flame cancels the effect and uses up the candle.**

Candle of Keen Senses (White wax with a glowing ember): Sharpen your senses, granting advantage to Search checks. Light the candle and place it within sight. **Lasts for 1 hour. (1 use) Extinguished flame cancels the effect and uses up the candle.**

Candle of Healing (Pale green wax with a gentle, warm glow): Emits a soothing aura, healing minor wounds. Light the candle and place it on a stable surface. The aura extends for 10 feet around the candle. **Heals 1d4 hit points per minute for 10 minutes. (1 use) Extinguished flame cancels the effect and uses up the candle.**

Candle of Slumber (Deep blue wax with an almost hypnotic flicker): Releases a sleep-inducing smoke. Light the candle and gently waft the smoke towards your target(s). **Target must succeed on a Constitution save or fall asleep for 1 hour. (1 use) Extinguished flame cancels the effect and uses up the candle.**

Dusts

Using magic dust requires a sprinkle of finesse. Depending on the effect, you'll need to target yourself, the ground, or throw it at an enemy. A pinch is usually enough, but be mindful – some dust has limited uses per vial. Hold your breath to avoid inhaling the magical powder, then flick the dust with a practiced flick of the wrist, hoping it does its job before dissipating into the air.

Dust of Invisibility (Shimmering, pearlescent dust): Grants the user invisibility for a short time. Sprinkle a pinch of dust over yourself. **Lasts for1 turn. (3 use per vial)**

Dust of Speaking with Animals (Golden dust with a faint earthy scent): Allows brief communication with nearby beasts. Sprinkle a pinch of dust on the ground in front of you. **Lasts for 10 minutes. (3 uses per vial)**

Dust of Fear (Black dust with a pungent, acrid smell): Causes a wave of terror in nearby creatures. Throw a pinch of dust towards your target(s). **Targets must succeed on a Wisdom save or be frightened for 1 round. (2 uses per vial)**

Dust of Sealing (Crimson dust with a metallic tang): Seals shut a doorway or container for a short duration. Sprinkle a pinch of dust on the target doorway or container, then speak the command word. **Lasts for 1 hour, or until dispelled. (1 use per vial)**

Smoke Powder (Fine, black powder with a sulfurous odor): Creates a thick cloud of smoke, useful for obscuring vision or creating diversions. Light a small amount of the powder in a dish or brazier. **Fills a 10-foot cube with thick smoke for 1 minute. (5 uses per pouch)**

Incense

To utilize magic incense, find a well-ventilated space and light the tip of the stick. Let the smoke curl gently upwards. For personal effects, stand in the wispy fumes and focus on your desired outcome. To blanket an area, like with incense of healing, let the smoke fill the room, ensuring everyone who needs the effect is within its range. Remember, some incense requires multiple sticks per use, so manage your supply wisely. Breathe deeply and let the fragrant smoke carry your intent, creating the magical atmosphere you desire.pen_sparktunesharemore_vert

Incense of Healing (Sweet-smelling blend of lavender and chamomile): Creates an aura that accelerates natural healing within the area. Light the incense and let the smoke fill the desired area. **Doubles the rate of hit point recovery for those within the incense's range for 1 hour. (3 sticks per use)**

Incense of Invisibility (Smoke with a faint, minty scent): Grants invisibility to all within the incense's range. Light the incense and let the smoke fill the desired area. **Lasts for 10 minutes. (1 stick per use)**

Incense of Truth (Smoke with a pungent, citrusy aroma): Compels those within the incense's range to speak truthfully. Light the incense and let the smoke fill the desired area. **Lasts for 1 hour, or until the target makes a successful Charisma saving throw. (1 stick per use)**

Stones

Utilizing a magic stone can be as simple as holding it or require focused channeling. For activation stones like the Stone of Tongues, simply hold the stone and concentrate on the language you wish to understand or speak. For elemental Stones of Might, grip the stone and envision the desired power, like a surge of fire or a protective earthen shield. Teleportation stones demand focus and a command word while visualizing your destination. Remember, some stones recharge daily, while others offer continuous use, so factor that in when wielding their magic.

Stones of Elemental Control (Crystal spheres radiating vibrant colors): Channel the power of a specific element, granting the ability to charm to elementals. This charm makes them regard you as its trusted friend and ally (treat the target's attitude as friendly). **3 uses per day**

Stone of Teleportation (Smooth, obsidian stone with swirling white markings): Allows the user to teleport to a familiar location. Focus on your destination while holding the stone and speak the command word. **Can only be used once per day.**

Stone of Tongues (Rough, grey stone with a faint hum): Grants the user the ability to understand and speak any language. Hold the stone and concentrate on the language you wish to understand or speak. **Limited to 5 turns per day**

Ointments

Applying a magic ointment requires focus and a steady hand. First, ensure the targeted area is clean and dry. Depending on the effect, you'll want to dab a thin layer on your exposed skin, rub it onto specific areas like boots, or even coat your gills (if using Gills of the Sea Ointment!). Remember, a little goes a long way, so use a sparing amount to activate the magic. Be mindful of the number of uses each vial holds, and apply with purpose for the desired effect to take hold, be it swift movement, fiery resistance, or underwater breathing.

Swiftfoot Ointment (Light, minty green ointment): Increases the user's movement speed for a short time. Rub a thin layer of ointment onto your boots or feet. **Lasts for 10 minutes. (3 uses per vial)**

Gills of the Sea Ointment (Slick, blue-green ointment with a salty scent): Grants the user the ability to breathe underwater for a limited time. Rub a thin layer of ointment over your exposed skin an gills will form. **Lasts for 1 hour. (1 use per vial)**

Elixir of Fire Resistance (Thick, fiery orange ointment that shimmers): Provides temporary resistance to fire damage (half damage). Rub a thin layer of ointment onto your exposed skin. **Lasts for 1 hour. (1 use per vial)**

Sovereign Glue (Crystal clear, odorless liquid): Bonds two objects together permanently. Apply a small drop to each surface to be joined, then press them together firmly. **Permanent bond. (Single use per vial as opening and using the glue seals the bottle)**