

# Jo's Purifying Bottle

November 18, 2022



Wondrous Item, uncommon

This seemingly empty potion bottle, when opened, sucks in all air impurities within a 30 foot sphere, eliminating the effects of all gas-based attacks. A new bottle can be used for 2d6 rounds, after which it becomes inert but unusable for most purposes as it retains traces of the toxins it has consumed, giving it an unpleasant odor.