

# INSTRUCTIONS



## (Continued from front)

Most consumables have an **Activate** entry indicating how many actions it takes to set off the item's magical abilities. The rules to **Activate** an Item begin on page 532. Some types of consumables follow special rules, as summarized below and detailed in full on the listed page numbers.

Some **ammunition** (page 559) has an **Activate** entry because it must be activated before being shot. Others function automatically when shot.

**Oils** must be applied to an object or person to function (page 561).

A **potion** must be imbibed. You can feed a potion to a creature that's in reach and either willing to drink it or so helpless it can't resist (page 562).

A spellcaster can use a **scroll** to cast a spell without expending a spell slot (page 564).

**Talismans** must be affixed to a particular type of item (page 565). Most can then be activated only after they are triggered by certain circumstances.



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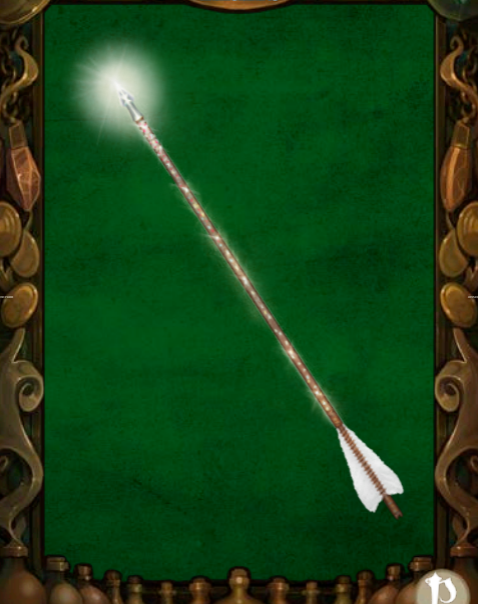
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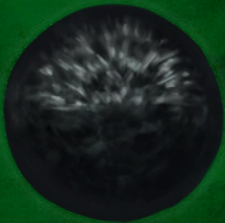
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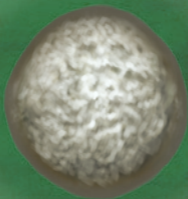


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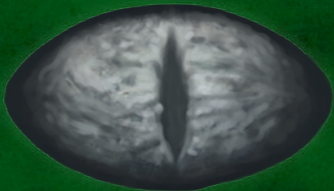
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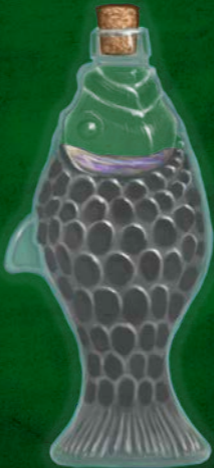
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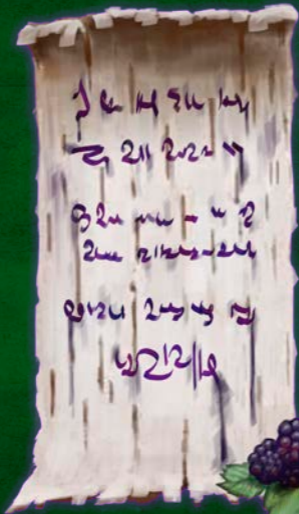


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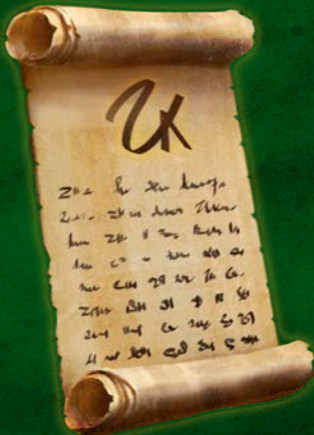




Handwritten text on the talisman, likely a magical formula or incantation, written in a cursive script. The text is arranged in several lines across the length of the scroll.



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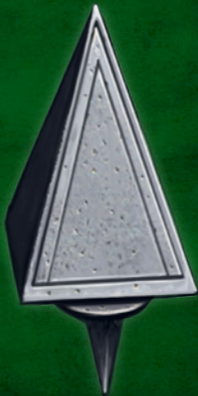
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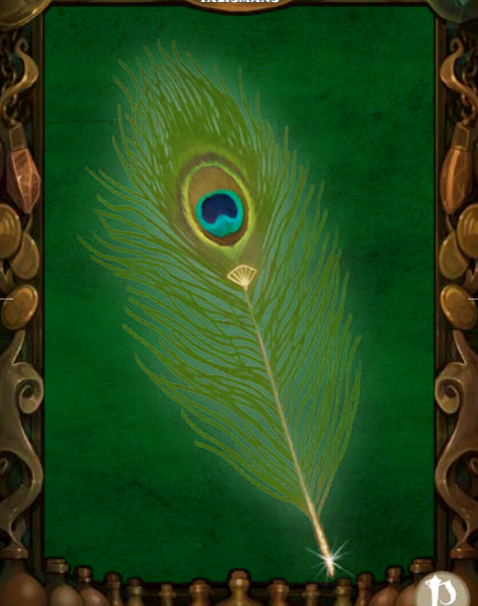
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