



FREFIL'S JOLLY OOZEBEAN SUGARBOMBS

WONDROUS ITEM, UNCOMMON

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A pack of oozebeans comes with 4 inside it. When you open a pack, roll 4d8 and record each number. Use these numbers to determine the kinds of oozebeans found in the bag using the table below. You can eat an oozebean using a bonus action. Each color has an effect that lasts for 1 minute.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

COLOR	EFFECT
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White	You can breathe underwater.
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Black	You have resistance to acid damage.
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Blue	Grappling or being grappled deals 1d8 acid damage to the other creature at the end of each turn.
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Gray	You have advantage on saving throws against being charmed and frightened.
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Gold	Your climbing speed is equal to your walking speed.
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Red	You gain 1d8+4 temporary hit points.
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Green	You have resistance to poison damage and advantage on ability checks to escape from being grappled.
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Yellow	You have resistance against lightning damage and immunity against damage from the <i>magic missile</i> spell.
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