


LACERADOR INDÓMITO



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When he died in the battle for the 'Risco Fragmentado', his brother Tygron picked up the weapon and used it to win the fight.

WEAPON (GREATAXE), COMMON

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WEAPON (GREATAXE), COMMON

QUEBRANTADOR DE CRÁNEOS



This maul belongs to Tygron Son of Trhull.
Originally it bore the name 'Martillo grande', but Trhull II renamed it to its present name.
It remained buried for decades until its master was called to the front once again.

WEAPON (MAUL), COMMON

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WEAPON (MAUL), COMMON

BOOK OF THE WAR MAGE



An old book that displays an imposing purple gemstone in the center of its cover. It is tied by numerous chains attached to a padlock.
While you are holding this book, you gain a +1 bonus to the saving throw DCs of your spells.
If paired with the 'Wand of the War Mage', this book starts to float around its user, so no use of hands is required to obtain this benefit.

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT BY A SPELLCASTER

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KADROTH'S PENDANT



The big jewel that usually hangs from Kadroth's neck.
It is composed of a large gem of Apatite inlaid on a silver necklace, crowned by the representation of the handle of a sword.

250 GP!!

WONDROUS ITEM, COMMON

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WONDROUS ITEM, COMMON

POTION OF ANIMAL FRIENDSHIP



Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will.

POTION, UNCOMMON

ANIMAL FRIENDSHIP

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

POTION, UNCOMMON

CASSANDRA'S HAMMER



An ornate forging hammer with a wooden handle.

Cassandra received it as a gift from her father when she began her apprenticeship in the family workshop.

WONDROUS ITEM, COMMON

CASSANDRA'S HAMMER

WONDROUS ITEM, COMMON

CASSANDRA'S PISTOL



This gun was the weapon your Tobias carried in his days as a soldier.

When Cassandra decided to go looking for her father, she took it with her as one of the few memories of Tobias left in their old home.

WEAPON (PISTOL), COMMON

CASSANDRA'S PISTOL

WEAPON (PISTOL), COMMON

AVARICE'S STAFF OF FROST



This rod is composed almost entirely of crystal-clear ice with a hilt of raw owlbear leather. It emanates from its core a magic so cold as to burn the skin of anyone who approaches it.

You have resistance to cold damage while you hold this staff.

STAFF, VERY RARE
REQUIRES ATTUNEMENT BY A DRUID, SORCERER,
WARLOCK, OR WIZARD

AVARICE'S STAFF OF FROST

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: **cone of cold** (5 charges), **fog cloud** (1 charge), **ice storm** (4 charges), or **wall of ice** (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

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