

### CHESTER'S RAPIER



*The blade of this rapier is decorated with delicate inlays representing sheet music.*  
*Each duel with this sword is a symphony of skill and grace, honoring the musical heritage of the Peñalba family.*

WEAPON (RAPIER), COMMON

### CHESTER'S RAPIER

### CHESTER'S FLUTE



*Made of pine wood, each tube bears an inscription that tells the story of a distinguished musician in the family.*  
*When playing it, musical sighs are awakened that resonate with the heritage and love for the music of the Peñalba.*

WONDROUS ITEM, COMMON

### CHESTER'S FLUTE

### GAEI'S LUNAR FRAGMENT



*The fragment of a lunar meteorite that fell long ago, making it a perfect conduit for moon magic.*  
*Gael's father gave it to him when he was born.*

WONDROUS ITEM, COMMON

### GAEI'S LUNAR FRAGMENT

### GAEI'S FLUTE



*It is an ebony flute with some metal parts made largely by Gael's grandfather, Thorkell.*  
*He received it when he was 5 years old and since then he has been practicing diligently with it.*

WONDROUS ITEM, COMMON

### GAEI'S FLUTE

WONDROUS ITEM, COMMON



### BLACK SWORDS' NECKLACE



*This simple looking necklace has a dark gem at its centre. It belongs to members of the Black Swords cult and is believed to contain the power of Levistus within it.*

WONDROUS ITEM, COMMON

### BLACK SWORDS' NECKLACE

### POTION OF SLEEP



*This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually a drug masked by illusion magic. An identify spell reveals its true nature.*

POTION, UNCOMMON

### POTION OF SLEEP

If you drink this potion, roll 5d8. If the total amount rolled is equal to or higher than your current hit points, you fall unconscious for 30 minutes.

The effect ends if you take damage.

Undead and creatures immune to being charmed aren't affected by this potion.

POTION, UNCOMMON

### PEARL NECKLACE



*Each pearl on this necklace radiates a blueish glow reminiscent of the depths of the ocean.*

**50 GP!!**

WONDROUS ITEM, COMMON

### PEARL NECKLACE

### RING OF OBSCURING



*This band of iron resembles a skull and is cold to the touch.*

It has 3 charges and regains 1d3 expended charges daily at dawn. As an action while wearing the ring, you can expend 1 of its charges to cast the **fog cloud** spell from it with some changes (back).

RING, UNCOMMON  
REQUIRES ATTUNEMENT

### FOG CLOUD

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

RING, UNCOMMON  
REQUIRES ATTUNEMENT