

FLASHBANG GRENADE



This metal flask contains blue light in its core; looks unstable.

As an action, you can activate the grenade's magic and hurl it at a point on the ground you can see within 60 feet of you.

When the grenade lands, each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 1d8 thunder damage and be blinded and deafened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

WONDROUS ITEM, COMMON

FLASHBANG GRENADE

ANSELMO'S CANNON



These weapons were integrated onto Anselmo's body. They are powered by an unknown magic.

To attune to this item, you need to install it onto your body.

While attuned to the cannon, you can use an action to make a Shock attack.

Shock. *Melee or Ranged Weapon Attack:* your spell attack modifier to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 2d6 lightning

WEAPON (CANNON), UNCOMMON
REQUIRES ATTUNEMENT BY A CONSTRUCT

ANSELMO'S CANNON

When performing the Shock action, if you roll a 1 on the attack dice, roll a d20 to determine if the cannon suffers a malfunction:

- **1-10: "All Fine Here!"** No malfunction occurs.
- **11-20: "Have a Magical Day!"**

The cannon explodes and is destroyed. Each creature within 5 feet of the exploding construct must make a DC 11 Dexterity saving throw, taking 4d10 force damage on a failed save, or half as much damage on a successful one.

WEAPON (CANNON), UNCOMMON
REQUIRES ATTUNEMENT BY A CONSTRUCT

KNOT



Anaar's sacred weapon; appears to be a mace, however, its head is able to separate from the body. The holy power of Amaunator runs through this weapon.

Finesse, Reach

On a hit, you deal 1d4 bludgeoning damage as well as an additional 1d4 radiant.

As an action, you can change the tip of the whip as long as you have another in your possession. Switching the tip changes the 1d4 additional damage to the corresponding tip damage.

WEAPON (WHIP), VERY RARE

KNOT

ANSELMO'S STUFF



Anselmo's memorabilia left behind after his heroic death.

The figurine of "Rey Anselmochess" was too impressive to be represented on a mere card.

WONDROUS ITEM, ARTIFACT

ANSELMO'S STUFF

WONDROUS ITEM, ARTIFACT

IRON POT



*A regular Iron Pot.
The reason behind Tygron's
affection for this item is yet to
be discovered.*

WEAPON (POT), COMMON

IRON POT

WEAPON (POT), COMMON

ALCHEMIST'S FIRE (ARROW)



*Arrows soaked with Alchemist's Fire. The
friction with the string ignites them on fire.
Ammunition*

When the arrow strikes a target, it deals
extra 1d4 fire damage at the start of each
of its turns. A creature can end this
damage by using its action to make a DC
10 Dexterity check to extinguish the
flames.

WEAPON (AMMUNITION), COMMON

ALCHEMIST'S FIRE (ARROW)

WEAPON (AMMUNITION), COMMON

FLUTE OF ILLUSIONS



*This bone carved flute was originally created by a
court illusion bard to entertain his lord's guests.
While you are playing this flute, you can create
harmless, illusory visual effects within a 5-foot-radius
sphere centered on the instrument. If you are a bard,
the radius increases to 15 feet.*

Sample visual effects include luminous musical
notes, a spectral dancer, butterflies, and gently falling
snow. The magical effects have neither substance nor
sound, and they are obviously illusory.
The effects end when you stop playing.

WONDROUS ITEM, COMMON
REQUIRES ATTUNEMENT

FLUTE OF ILLUSIONS

WONDROUS ITEM, COMMON
REQUIRES ATTUNEMENT

JOHAN'S LINK



*This little trinket is formed by two
golden chain links. It's Johan's usual
way of keeping in touch with its
customers.*

While holding this in your hand, you
can use an action to cast the **sending**
spell, with the restriction that you can
only target its creator.

WONDROUS ITEM, UNCOMMON

SENDING

3rd-level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of
fine copper wire)

Duration: 1 round

You send a short message of twenty-five
words or less to a creature with which you
are familiar. The creature hears the
message in its mind, recognizes you as the
sender if it knows you, and can answer in a
like manner immediately. The spell
enables creatures with Intelligence scores
of at least 1 to understand the meaning of
your message.

You can send the message across any
distance and even to other planes of
existence, but if the target is on a different
plane than you, there is a 5 percent chance
that the message doesn't arrive.

WONDROUS ITEM, UNCOMMON