

Equipment

Arms

- **Grundler's Crossbow** – a heavily modified light crossbow of the Grundler's own design. Many additional attachments and controls have been fastened to this bow, suggesting it is capable of far more than just firing bolts. Many of the Grundler's seemingly magical abilities are in fact produced by custom tools attached to this crossbow. Without his crossbow, he cannot use them (see the spell list for details on which spells depend on the crossbow).
 - +2 attack bonus, 1d8 + 2 damage
 - Loading weapon (can be removed with "rapid fire" infusion)
 - Range 80 ft / 320 ft with disadvantage
- **Dagger** – a sharp, well-balanced steel dagger strapped to the Grundler's bandolier.
 - +1 attack bonus, 1d4 + 1 damage
 - Can be thrown, range 20 ft / 40 ft with disadvantage
- **Grundler's Vambrace** – to an untrained eye, this looks like an ordinary vambrace on the Grundler's left forearm. In fact, it conceals a variety of tools.
 - Thieves' tools and Artisan's tools are embedded in the vambrace, and can be retrieved if the Grundler's right hand is free.
 - Controls for the Grundler's constructs, like his mechanical dragonfly and eldritch cannon, are embedded in the vambrace. He can use the controls if his right hand is free.
 - A hidden, spring-loaded dagger is sheathed inside the vambrace. It can be unsheathed or retracted using a switch near his left hand, meaning it can be triggered even if his hands are bound, so long as the fingers of his left hand are free. Once unsheathed, the blade remains attached to the vambrace and acts as an ordinary dagger dealing 1d4 damage.

Armor

- **Enchanted Leather Armor** – the Guild has supplied the Grundler with a lightweight set of leather armor that has been enchanted for additional protection.
 - Armor class 12
- **Bandolier** – the Grundler's dagger, crossbow bolts, and various other tools are attached to a bandolier wrapped over his right shoulder.

Tools

- **Thieve's tools** – This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.
- **Disguise Kit** – This pouch of cosmetics, hair dye, and small props lets you

create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

- **Forgery Kit** – This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.
- **Climber's Kit** – A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Special Items

- **Rope of Climbing** – This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.
- **Cap of Water Breathing** – While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.
- **Spy Glass** – Objects viewed through a spyglass are magnified to twice their size.

Other Items

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