

## Gear, Trinkets, Charms, and Grenades

At the beginning of an adventure, the DM might allow characters to spend up to 300 GP on a shortlist of items. As a quest reward, players might be given the opportunity to spend up to 500 GP

*Rule of 3s:* Unless otherwise noted, a character cannot carry more than three instances of any of these items.

*Drugz:* Items with the V[ice] tag can only be benefitted from once in a given day.

*Wards:* you may only have one Ward active at a time.

*Splash Weapons:* grenades and the like can be thrown at a square on the ground instead of a creature; this auto-hits within their first range increment (typically 15 ft), and must hit AC 10 beyond that (still rolling at -1 die).

**Wasteland Grog:** This thick black liquor has a foul taste and makes you feel itchy and over-stuffed in your skin. Originally brewed by Orcs of the Waste. Near the end of the distillation process, a large animal is drowned in the stillt, typically a cow, ox, or draft horse. Drink as an Action to gain 1d4+1 Temporary Hit Points [V] 100 GP

**Hashish of the Hashashin.** This is the good shit that sends people to Paradise. Grown by a hidden sect of murderous parkour enthusiasts, these dried hemp flowers ease pain, soothe anxiety, and help blades find vital organs. Smoke as an Action to gain 1d4 Fleeting Luck [V] 100 GP

**Mummy Dust:** stored a diverse array of collectable canopic jars, this ancient organ matter can be used as a sympathetic sacrifice in spellcasting. As part of casting a spell, you expend the Dust to add 1d4 to the spell roll; this counts as Spellburn 100 GP

**Grave Token:** A ring, locket, or other personal trinket found in a grave or on the body of a traveler that died alone. These mementos nudge violence to extreme outcomes, increasing critical threat range by 1 and critical effect rolls by 1, then become non-magical (these effects can only stack up to three on a single attack; if you roll 18, add 2 to the crit and expend two tokens) You may carry a maximum of six tokens. 50 GP

**Scorned Nugget:** this mouthful of ground flesh has been pressed into a patty and breaded; it never seems to fully dry out or go rancid; upon consumption, heal 2d6 hit points. [V] 200 gp

**Fireburst Flask:** when the glass of its vial is shattered, a suspended flame is released. As a Thrown weapon (use Str or Dex for attack, no mod to damage) (15 ft range increment), it inflicts 1d6 fire damage on the target and the minimum possible damage to all adjacent squares. On a critical fumble, you take 1d6 fire damage instead of the fumble effect. 100 GP

**Eyeburn Ingot:** this chunk of soft silvery metal is suspended in a water-filled glass bulb. When thrown (15 ft), it shatters and flares with heat and light, filling a 5-ft area. The target and any creatures within 5ft of it suffer -2 to attack rolls until the end of their next turn. (100 gp)

**Whitespark Stick:** When struck, this leather-wrapped clay tube comes alight, burning twice as bright as a torch for 1 Turn. The stick will burn underwater. You may light flammable objects by touching them as an Action, or use the stick as a weapon that deals 1d4 fire damage; using it as an attack expends the stick. (50)

**Smoke Disc:** This sandwich of clay discs and pressed resin triggers when deliberately crushed, emitting smoke in a 5-ft radius around the square it occupies (15x15). Creatures within the smoke suffer -2 to their attacks, and -2 to attacks against them, and the cloud blocks line of sight. The disc can be thrown before it triggers. The two ends extend out in a parody of serpentine life for three rounds, continuing to smoke and preventing it from being held or moved easily. (50)

**Fireglass Bead:** these smooth, smoky glass pellets can be fired from a sling, or loaded into an accompanying arrowhead or dart. They inflict an additional 1d4 fire damage on a hit but any critical fumble triggers the bead, negating the fumble effect and inflicting 1d4 fire damage on you instead. They are sold in cases of three, and only one case can be carried (100 GP)

**Sealed PrayerScroll:** Affixed to armor or an epaulet, this slip of paper bears occult words and is stamped with blood-laced wax. You gain +1 to Armor Class. If you would suffer a Critical Hit, the attack instead deals minimum damage and the scroll turns to ash. You may only carry one scroll at a time. (WARD) 300 GP

**Penitent Bracelet:** a string of beads and etched blocks worn around the wrist, this token extols the faithful to ponder what actions their god might take in a given situation. Whenever you cast a cleric spell, you may voluntarily kneel (fall prone). If you do, you gain 1 Fleeting luck (no stacking). If you roll Disapproval, the bracelet turns to ash. (500 GP)

**Amulet of Toughness:** the skull of a small animal wrapped in silver wire, you reduce all incoming damage by 1 while wearing it. If you suffer a Critical Hit, the crit effect is negated and the attack instead deals minimum damage, but the Amulet turns to dust. (WARD) (500)

**Second Chance Ankh:** Carved from bone and inlaid with blue stones, this relic of an ancient kingdom contains stored life essence. If you would be reduced to 0 hit points, you gain 2d4 temporary hit points at the beginning of your next turn, and the Ankh turns to dust (500)