



# TAVERN OF TRINKETS

Fold Along This Line



## PEPPERGRAIN GRENADE

WONDROUS ITEM | UNCOMMON

This parchment wrapped parcel is filled with magically enhanced spices. Typically, **1d4 + 2 peppergrain grenades** are found together.

You can use an action to throw the grenade up to **60 feet**. The spices are released on impact and the item is destroyed. Each creature within **5 feet** of where the grenade landed must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes **2d8 fire damage** and is blinded for **1 minute**. On a successful save, it takes half as much damage and isn't blinded by the peppergrain bomb. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The spices in a single peppergrain grenade can also be used to season up to **8 meals**. A creature that eats a meal laced with the spices must succeed on a **DC 12 constitution saving throw** or take **1d8 fire damage**.





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## BLOODSTIRRER

WEAPON (MAUL) | RARE (A)

This silver teaspoon was originally enchanted to gently stir tea on command. However, following unrelated magical hijinks, it has grown to over six feet in length, leaving the original enchantment quite dangerous.

You gain a **+1** bonus to attack and damage rolls made with this magic weapon.

While attuned to the spoon, you can use an action to set it to start stirring. When you do so, the spoon leaves your hand and starts flying around you in a sweeping motion. At the end of each of your turns, each creature within **5 feet** of you must succeed on a **DC 15 Dexterity saving throw**, taking **2d6 bludgeoning damage** on a failed save, or half as much on a successful save. The spoon continues to stir until you grasp its shaft again on your turn (no action required).

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