




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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