

MODERN EQUIPMENT

Modern equipment are pieces of technology not commonly found on the magical worlds. These items are typically only available to Ambassadors or Earth Humans. Modern Equipment cannot be crafted normally and can only be purchased (see “Crafting Equipment” section).

MODERN EQUIPMENT

Item	Weight	Cost/Rarity
Adjustable Watch	¼ lb.	1 SP
Advanced Deployment Codes	-	Varies
Ambassador's Assistant	8 lb.	4,500 GP
Ambassador's Cape	2 lb.	Common
Anti-Grav Boots	3 lb.	2,250 GP
Arc Baton	2 lb.	150 GP
Arc Knuckles	1 lb.	100 GP
Armory Terminal	1,000 lb.	10,000 GP
Automatic Turret	25 lb.	500 GP
Backpack Recharge Station	50 lb.	150 GP
Brass Knuckles	1 lb.	5 GP
Cel-Sat Phone	1 lb.	500 GP
Compass	¼ lb.	1 CP
Deadeye Visor	1 lb.	1500 GP
Electrical Torch	2 lb.	35 GP
Emergency Flare	1 lb.	1 GP
Ethereal Entrapment Bank	3,000 lb.	Legendary
Expanded Field Generator	15 lb.	1,000 GP
First Aid Kit	3 lb.	5 GP
Grappling Gun	7 lb.	100 GP
GTS Communicator	¼ lb.	50 GP
Interplanetary Index	¼ lb.	100 GP
Iodine Tablets (10)	-	1 SP
Javelin Strike	50 lb.	500 GP
Jetpack	35 lb.	4,000 GP
Jetpack, Emergency Ejection	55 lb.	4500 GP
Lighter	-	5 GP
Lightning Lash	1 lb.	100 GP
Medical Needle	-	15 GP
Multitool	¼ lb.	25 GP
Portable Entertainment System	½ lb.	50 GP
Protective Field Generator	5 lb.	100 GP
Proton-Charged Ethereal Entrapment	10 lb.	1,500 GP
Recharge Station	500 lb.	5,000 GP
Rocket Attachment	10 lb.	500 GP
Short-Range Messenger	-	200 GP
Sidearm Holster	¼ lb.	1 GP
Sorting Bot	15 lb.	100 GP
Space-Suit	75 lb.	2,000 GP
Survival Helmet	3 lb.	25 GP
The Monster	¼ lb.	2 SP
Thermal Goggles	½ lb.	350 GP
Threat Detector	3 lb.	250 GP
Universal Activator	¼ lb.	Very Rare
Universal Translator	-	150 GP
Weapon Mount	25 lb.	50 GP
Weapon Sling	-	5 SP
Wrist Blade	25 lb.	50 GP
X-Ray Spectacles	½ lb.	3000 GP

ADJUSTABLE WATCH (1 SP)

While wearing this watch you are able to determine the time even underground or in absence of sunlight. If in space, the watch will reveal the time at the last location you were at on a world.

ADVANCED DEPLOYMENT CODES (+1, +2, +3)

Varies (Uncommon, Rare, Very Rare)

This access code can be used to call down more advanced versions of your Orbital Deployments. The saving throw DC of your Orbital Deployment increases by the amount listed on the codes and you can call down a use of your Orbital Deployment without expending one of the feature's uses. You can only have access to one set of Advanced Deployment Codes at a time.

AMBASSADOR'S ASSISTANT (4,500 GP)

An ambassador's assistant is a small robotic sphere, about 8 inches across, reinforced with titanium and depleted uranium. The assistant will only activate when an ambassador uses the Utilize action to turn the assistant on, and will then follow the orders of that Ambassador. It will then hover within 5 feet of the activating ambassador at all times. With a Utilize action, an ambassador can transfer ownership of the assistant to another ambassador.

Semi-Sentience. An ambassador's assistant is a semi-sentient item of any alignment with an Intelligence of 16, a Wisdom of 14, and a Charisma of 14 and has Thermalvision. It communicates verbally with you and can speak, read, and understand any language it knows (see “Programmed Properties” below).

Life Support. Whenever you end your turn with 0 hit points, the assistant can use its action to stabilize you. The assistant can use this action three times and regains all expended uses every 24 hours.

Programmed Properties. An assistant has the following properties:



Languages. The assistant knows Common, and five other languages decided by the GM. If an assistant knows fewer than six languages, it can learn a new language after it hears or reads the language. When it hears a new language and already knows six languages, it can replace one language it knows with the new language. Once the assistant has used this feature it cannot do so again until 24 hours have passed.

Skills. The assistant has a +7 bonus to one of the following skills: Arcana, History, Religion, or Nature.

Scanners. The assistant has either an Arcane Scanner or Outsiders Scanner. The Arcane scanner allows the assistant to replicate the effects of *Detect Magic* with a Utilize action, while the Outsiders Scanner allows the assistant to replicate the effects of the *Detect Evil and Good* spell with a Utilize.

Personality. An assistant is programmed to advise and assist the ambassador that activated it. One of the basic functions of an assistant is to serve as a translator, and readily provide cataloged information. The assistant's properties are ultimately under its control, and if you have a bad relationship with your assistant, it might refuse to assist you, in a huff.

AMBASSADOR'S CAPE

Common

This cape signifies your rank as a seasoned and well-trained Ambassador. It signifies your home planet, nation, and rank within respective military organizations. It seems to billow dramatically at just the right time.

ANTI-GRAV BOOTS (2250 GP)

These boots are designed to negate the effects of gravity for the wearer. The boots have three charges. A creature can take a Utilize action to expend a charge to replicate the effects of the *Levitate* spell on yourself without requiring Concentration. The boots regain all expended charges every 24 hours.

ARC BATON (150 GP)

This piece of equipment can be used as a Mace. Whenever you deal damage with an Arc Baton, it can deal your choice of Lightning or Bludgeoning damage.

ARC KNUCKLES (100 GP)

While you wear this piece of equipment, when you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Lightning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

ARMORY TERMINAL (10,000 GP)

This Large device weighs roughly 1000 pounds and is typically built into a building or structure, or free-standing in the middle of a populous city. An Ambassador can enter a private code to purchase various nonmagical equipment, which typically arrives at a designated location 24 hours after purchase. Items purchased with coins have them deposited into a slot on the side of the terminal that weighs and verifies the coinage deposited.

Non-Ambassadors that attempt to access the terminal and bypass its restrictions could have local authorities alerted to their attempts by a silent alarm. Items available to purchase on the terminal are decided by your GM, but typically include all nonmagical items available in this section.

AUTOMATIC TURRET (500 GP)

An Automatic turret can be loaded with up to 10 Shells like a firearm. As a Utilize action, you can place a turret on the ground within 5 feet of you, activating it for 1 minute. A creature can not have more than one turret active at a time. A turret can be deactivated early with a Utilize action, but only by the creature that placed the turret.

The turret is considered an ally to you and your allies. In combat, the turret shares your Initiative count, but it takes its turn immediately after yours. On its turn, it makes a ranged weapon attack at the closest hostile creature (+5 to hit). If multiple creatures are closest, the turret will fire at the target it most recently fired at. If it has not fired at any of the targets, it is determined randomly.

The turret has an AC of 16, 50 Hit Points and has Immunity to Poison and Psychic damage as well as all conditions. The turret automatically fails any saving throw it is forced to make.



BACKPACK RECHARGE STATION (150 GP)

This recharge station is sleek and lightweight, weighing a fraction what a normal Recharge Station. This can be worn like a backpack. Once a Backpack Recharge Station has been used to recharge a piece of equipment, it cannot do so again for 24 hours or it is charged at a Recharge Station.

BRASS KNUCKLES (5 GP)

While you wear this piece of equipment, when you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike. A creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check (DC 15) or have a Passive Perception of 15 or higher to notice you are wearing this piece of equipment.

CEL-SAT PHONE (500 GP)

This device is capable of contacting any other Cel-Sat Phone on the same world as you, or directly to a ship in orbit of the same planet as you. It is also capable of capturing up to one hundred images, ten audio recordings of 1 minute or less, and ten video recordings of thirty seconds or less. This device also acts as an Interplanetary Index.

COMPASS (1 CP)

You can tell the direction you are facing at all times, provided you are on a world or plane with a magnetic pole.

DEADEYE VISOR (1,500 GP)

While wearing this visor, you ignore the effects of attacking at long range with thrown and ranged weapons.

ELECTRICAL TORCH (35 GP)

This device is roughly 1-foot long and weighs 3 pounds. It produces a 60-foot cone of Bright Light, and Dim Light for an additional 15 feet.

EMERGENCY FLARE (1 SP)

A flare is a one foot long, brightly colored stick with a small cap at the top. You can strike the bottom of the flare as a Utilize action, causing it to burst into a colored flame, matching that of the stick. This flame burns for 10 minutes, emitting a 40-foot radius of Bright Light and Dim Light for an additional 40 feet. A flare will burn underwater.

EMERGENCY SHIELD (400 GP)

This device is roughly the size of a brooch and can be placed anywhere on your clothes. The Emergency Shield has three charges. As a Reaction, when you are hit by an attack, you can expend a charge to activate the shield, granting you a +5 bonus to your AC against the triggering attack and until the start of your next turn. Alternatively, when you take Acid, Cold, Fire, Lightning, or Thunder damage, you can expend a charge to gain Resistance to the triggering damage's type until the start of your next turn.

The shield regain all expended charges every 24 hours.

ETHEREAL ENTRAPMENT BANK

Legendary

An EEB is typically the size of a 15-foot by 15-foot square vault and stored either on a ship or in the basement of a building. No matter where it is placed, it is required to be powered by an electrical or arcane power source at all times. As a Utilize action, a Proton Charged Ethereal Entrapment device can be inserted into the receiving slot, and deposit all Undead stored within the PCE. Once stored in the bank, Undead cannot make a saving throw to be released, and are forever stored in the extradimensional space within the bank. A creature can use another Utilize action to retrieve the device.

As a Utilize action, a creature can turn off power to the bank. If the bank remains unpowered for 24 consecutive hours, the extradimensional space collapses and all Undead within the bank appear in the nearest unoccupied space of the bank.



EXPANDED FIELD GENERATOR (1000 GP)

This Tiny generator has two charges. You can use a Utilize action to expend a charge and activate this protective barrier in a 30-foot Emanation originating from yourself. Creatures within the Emanation have Total Cover from ranged attacks originating from outside the barrier. The field lasts for 1 minute and requires Concentration. The generator regains all expended charges every 24 hours.

FIRST-AID KIT (5 GP)

This kit contains miscellaneous medical supplies and stimulants to help bring someone back from the brink of death. The kit has three uses. As a Utilize action a creature can expend one use to heal a dying creature 1d8+2 Hit Points, or stabilize them. Once a creature has regained Hit Points from a First-Aid Kit they cannot regain hit points from one again until they have finished a Short or Long Rest.

GRAPPLING GUN (100 GP)

This piece of equipment can be loaded with up to a 100-foot length of Rope with a grappling hook attached to the end with a Bonus Action. When the rope and hook are loaded into the gun, you can take a Utilize action to shoot the grappling hook to any point you can see within the length of the rope. The grappling hook will latch onto a ledge within range. If there is no ledge and the point selected was a flat surface or rock or stone, the gun forcefully implants the hook and creates an anchor point for the rope to be climbed. The anchor can support up to 500 pounds of weight.

GTS COMMUNICATOR (50 GP)

The ground-to-ship communicator is a simple device about the size of a book. While turned on and a ship's communication code entered, you can directly communicate to a ship in orbit of a planet you are on.

INTERPLANETARY INDEX (100 GP)

While you have the index on your person you have Advantage on Intelligence (History) checks to recall information about geological features and political events that have occurred on the world you are currently on.

IODIDE TABLETS (SET OF 10) (1 SP)

One iodide tablet purifies up to 1 quart of fresh water if boiled for 10 minutes.

JAVELIN-STRIKE (500 GP)

This unique cannon mounts on to the side of the wielder's shoulder and contains its own independent guidance system within the payload. The Javelin-Strike is considered a Modern-Age Firearm and, as a Utilize action, you can make a ranged weapon attack with it, firing its explosive payload. On a hit, the payload detonates dealing 8d10 Fire damage to the target. This amount is doubled against objects, structures, and vehicles. Each creature within 10 feet of the target must make a DC 15 Constitution saving throw or take half of this damage on a failure or a quarter of this damage on a success. Once the Javelin-Strike has been used, it is destroyed.

JETPACK (4,000 GP)

This device is the shape of a backpack and can be worn and carried by a Medium or Small creature. The device has three charges. While wearing it on your back, you can use your Bonus Action to expend a charge and gain a Fly Speed of 30 feet. This effect ends after 1 hour or you end the effect as a Bonus Action. The jetpack regains all expended charges every 24 hours.

JETPACK EMERGENCY EJECTION (4,500 GP)

This Jetpack comes with an emergency ejection feature. As a Reaction, when you would fall while wearing the jetpack, you can eject a parachute. You descend 60 feet per round and take no damage from the fall. Once used, you cannot use this feature again until you spend 10 minutes repacking the parachute into the jetpack.

LIGHTER (1 GP)

As a Bonus Action, this device produces a small flame, which you can use to light a Candle, Torch, or start a campfire.



LIGHTNING LASH (100 GP)

This piece of equipment can be used as a Whip. Whenever you deal damage with an Lightning Lash, it can deal your choice of Lightning or Slashing damage.

MEDICAL NEEDLE (15 GP)

This syringe has a small needle at the end of it which can directly inject a substance into a creature's bloodstream. You can load a liquid, such as a Potion of Healing or Basic Poison, into a medical needle as a Bonus Action. As a Utilize action, you can attempt to inject the loaded substance into an unwilling creature. You must make a melee weapon attack, treating the needle as a simple melee weapon with the Finesse property.

MINESWEEPER (250 GP)

This device has three charges. As a Utilize action you can expend a charge and be given the location of any explosive devices within 120 feet of you. This includes explosive runes from the *Glyph of Warding* or *Symbol* spells.

MULTITOOL (25 GP)

This multitool contains a plethora of miniature tools: small knives of various sizes, a small hammer, screwdrivers, a file, a bottle opener, a small saw, a wrench, a can opener, a wire-cutter, and a small set of pliers. Earth Humans have thanked the people known as the Swiss for their ingenuity in this regard.

PORTABLE ENTERTAINMENT SYSTEM (50 GP)

This entertainment system can be used to entertain a creature during a Short or Long Rest with various riddles, puzzles, and stimulating activities. If a creature uses the entertainment system for 1 hour during a Short or Long Rest, they gain a 1d4 bonus to their first d20 Test after the rest.

PROTECTIVE FIELD GENERATOR (100 GP)

This wearable field generator has three charges. As a Utilize action, you can expend a charge to activate this protective barrier in a 10-foot Emanation originating from yourself. Creatures within the barrier gain Half Cover from ranged attacks originating from outside the barrier. The field lasts until the end of your next turn. The generator regains all expended charges every 24 hours.

PROTON-CHARGED ETHEREAL ENTRAPMENT (1,500 GP)

The PCE is the size of a large tome, and has a red and green light affixed to it to indicate whether the trap is active or charging and has one charge. As a Utilize action, you can expend a charge to throw the PCE to an unoccupied space you can see within 60 feet of you. The trap opens, and all Undead within 10 feet of the trap, that can enter the Ethereal plane at will, must make a DC 14 Charisma saving throw. Undead that are Bloodied have Disadvantage on this saving throw and Undead with 10 Hit Points or fewer automatically fail. On a failure, creatures are banished inside an extradimensional space held within the trap. All of the Undead are held within the same extradimensional space and can repeat this saving throw every 24 hours. The PCE regains all expended charges every 24 hours.

Once one or more Undead are stored in the PCE, it cannot be used again until the extradimensional space is emptied. As a Utilize action, you can release any Undead within the PCE back into the Ethereal plane, or deposit them into an Ethereal Entrapment Bank.

RECHARGE STATION (5,000 GP)

This device must be installed into the side of a structure or Huge or larger vehicle, such as a bastion or space-faring ship. It's capable of recharging up to five pieces of equipment at once. When a weapon or piece of equipment is charged at a Recharge Station, it regains all expended charges over the course of 1 hour.

ROCKET ATTACHMENT (500 GP)

This attachment can be placed on a simple or martial melee weapon with the Heavy or Two-Handed property with a set of Smith's Tools or Tinker's Tools over the course of 1 hour. Once attached, the weapon deals an additional 1d4 damage.



SHORT RANGE MESSENGER (SET OF 2) (200 GP)

Allows communication between users in a 1-mile range. Users may speak in a low whisper and be heard by the other user clearly. Up to 6 of these communicators can be interlinked with one another, allowing simultaneous communication to all messengers connected, or direct communication to one interlinked messenger.

SIDEARM HOLSTER (1 GP)

A holster is a holder which allows a one-handed firearm to be carried on a belt or under the arm. This does not grant the weapon the Concealed property.

SORTING BOT (100 GP)

This tiny, self-sufficient robot is designed to quickly count and tally minted coins. As a Utilize action, you can activate the robot to replicate the effects of the *Detect Currency* spell.

SPECIALIZED AMMUNITION

Bullets with self contained powder that can be easily stored and carried have been invented by the innovative Earth humans. In the System, Earth humans have developed a variety of unique bullets that their modern firearms can utilize. The following is a list of Shell ammunition for Modern-Age firearms.

Armor Piercing. This ammunition ignores Resistance and Immunity to Piercing damage. If this ammunition is used to attack a vehicle, it ignores the vehicle's damage threshold.

Blank. When you make a ranged weapon attack using this ammunition, no projectile is fired, but the sound of blank ammunition is the same as a normal ammunition. A creature must have a Passive Insight of 13 or higher, or make a DC 13 Insight check, to determine if the ammunition was blank.

Compartment. This bullet can hold 1 ounce of powder or liquid. The substance contained within is released after the ammunition impacts a surface.

Hollow Point. When you hit a creature using this ammunition, the attack deals an additional 1d4 Piercing damage at the start of the creature's next turn.

Incendiary. When you hit a creature using this ammunition, the attack deals an additional 1d4 Fire damage.

Paint. When you hit a creature using this ammunition, they are marked with a 1-2 inch diameter splatter of paint.

Pepper. When you hit a creature using this ammunition, if the target is a creature, they must succeed a DC 13 Constitution saving throw or have the Blinded condition until the end of their next turn.

Phase. This ammunition has a Tiny mechanical device inside, allowing it to damage creatures in tune with the Ethereal Plane. When you hit a creature with a ranged weapon attack with a firearm using these bullets, the attack deals Force damage if the creature can travel to the Ethereal Plane at-will.

Plasma. This ammunition is exclusively used with Shotguns. When you hit a creature using this ammunition, the weapon's damage type is Fire, rather than Piercing.

Rubber. When you hit a creature using this ammunition, the damage is nonlethal, and if the target is a creature, its Speed is reduced by 5 feet. A target cannot have their Speed reduced more than once by this ammunition.

Tracer. When you hit a creature using this ammunition, you gain a +1 bonus to your next ranged attack roll against the creature before the end of your next turn.

Tesla. When you hit a creature using this ammunition, the attack deals an additional 1d4 Lightning damage. A Construct made of metal must succeed a DC 13 Constitution saving throw or have the Stunned condition until the start of its next turn. A Construct can only be subject to this effect once per turn.

SPACE SUIT (2,000 GP)

This bulky suit fully encases your head and body and takes 1 minute to don or doff. While worn, your AC is 13 + Your Dexterity modifier, and it enables you to breathe and survive in an airless environment or vacuum and renders you immune to the harmful effects of any gas that surrounds you. The suit also grants you a Fly Speed equal to your Speed in an environment with no gravity.



SURVIVAL HELMET

Uncommon

While wearing this visored helmet, your head is better protected from things like falling rocks and debris. Its protective nature can be reinforced, its visor updated, and other pieces of equipment can be attached to it. A Survival Helmet can only have one augmentation at a time.

Tactical Guidance HUD. While wearing a Survival Helmet with a Tactical Guidance HUD, you are always aware of which direction is North. In addition, if you are an Ambassador, your Hostile Scanner is displayed on the HUD.

Reinforced Protection. While wearing a Survival Helmet with Reinforced Protection, you gain a +1 bonus to your AC.

Built-In Communication. While wearing a Survival Helmet with Built-In Communication, you can speak to any other creature with a Survival Helmet with this augmentation within 1 mile of you that you are aware of. Creatures can block this communication as an Action. In addition, you can connect this helmet into the network of any set of Short-Range Communicators.

Respiratory Aid. This augmentation encloses the Survival Helmet entirely around the nose and mouth of the wearer. While wearing a Survival Helmet with a Respiratory Aid, you have Advantage on saving throws against Poison damage and the Poisoned condition.

Rebreather. This augmentation encloses the Survival Helmet entirely around the neck of the wearer and creates an airtight seal. While wearing a Survival Helmet with a Rebreather augmentation, you can breathe underwater for up to 15 minutes at a time before needing to surface for air.

Alert Sensor. While wearing a Survival Helmet with an Alert Sensor, you cannot be Surprised by creatures within 30 feet of you.

Dread Cowl. While wearing a Survival Helmet with a Dread Cowl, you have Advantage on Charisma (Intimidation) checks.

THE MONSTER (2 SP)

This drink contains excessive levels of sugar and caffeine, enough to suppress the effects of Exhaustion for a short time. After consuming this drink as a Bonus Action, you can remove one level of Exhaustion. If you consume a second Monster before the end of your next Long Rest, you must make a DC 15 Constitution saving throw after consuming the drink. On a failure, you gain no benefits from the drink and have the Poisoned condition for 1 hour. If you drink a third Monster, you gain the Poisoned condition and lose any benefits from Monsters you have drank since your last Long Rest.

THERMAL GOGGLES (250 GP)

While wearing these goggles you have Thermalvision out to a range of 60 feet.

THREAT DETECTOR (250 GP)

This handheld device has three charges. As a Utilize action you can expend a charge while holding the detector and point it at a creature you can see within 60 feet of you. You learn the Challenge Rating of the creature and if it is a Beast, Construct, Dragon, Giant, Humanoid, Monstrosity, or Undead.

UNIVERSAL ACTIVATOR

Very Rare

While wearing this Earth human-made pendant, you ignore all class, species, spell, and level requirements for attuning to or using a magic item.

UNIVERSAL TRANSLATOR (150 GP)

While wearing this small device on your ear, you can use a Utilize action to replicate the effects of the Comprehend Language spell.

WEAPON MOUNT (50 GP)

With 1 minute of preparation a weapon mount can be affixed or unaffixed to a five-foot by five-foot unoccupied space on a solid, horizontal surface, or on the back of a Large or larger Vehicle. As a Utilize action, a creature can set a Heavy ranged weapon on to the mount. While set, the weapon cannot be moved from the mount, but ignores its Heavy property for any creature that fields it. A creature can take a Utilize action to detach the weapon.

WEAPON SLING (5 SP)

A weapon sling is a strap which attaches to a Two-Handed ranged weapon (typically a firearm) and is worn on the body, usually over a shoulder. While worn, and attached to a Two-Handed ranged weapon, dropping this weapon does not count toward your one free object interaction per turn. You can only wield one weapon sling at a time.



WRIST BLADE (100 GP)

This Dagger can be fit snugly under the wearer's sleeve, hidden from view, and has the Concealed property.

X-RAY SPECTACLES (3,000 GP)

These spectacles have three charges. As a Utilize action, you activate these spectacles and gain the ability to see through solid objects to a range of 30 feet. Within that range, you also have Darkvision if you don't already have it. This special sight lasts for 1 minute, during such time, you perceive objects as nondescript images of varying colors based on the creature's body temperature. The spectacles regain all expended charges every 24 hours.

MODERN EXPLOSIVES

The Explosives table has a list of explosives. If no cost is given for an explosive, it can't typically be bought. If you make these explosives available for purchase, use its magic item rarity to decide its availability. Rules for explosives are given below.

MODERN EXPLOSIVES

Name	Price/Rarity	Weight
<i>Modern Explosive Item</i>		
C4	Rare	2 lb.
Distraction Bomb	Rare	3 lb.
Grenade Launcher	250 GP	7 lb.
Grenade, Caustic	Rare	2 lb.
Grenade, Flash	250 GP	2 lb.
Grenade, Fragmentation	250 GP	1 lb.
Grenade, Magnetic Pulse	Rare	2 lb.
Grenade, Napalm	Rare	2 lb.
Grenade, Reconstructive Swarm	Rare	2 lb.
Grenade, Smoke	50 GP	2 lb.
Grenade, Teleportation	Rare	2 lb.



C4

Rare

This explosive material can be formed into almost any shape and stuck onto any surface. It also comes with a charge (which is inserted into the material) and a detonator, which is needed to ignite the explosive.

As an action, you can prepare the C4 to be detonated, and place it on a solid surface, or toss it 60 feet to a point. Once it is prepared, a creature with the detonator can then use a Utilize action to detonate the C4 provided they are within 300 feet of it.

Each creature within 10 feet of exploding C4 must make a DC 15 Dexterity saving throw, taking 5d6 thunder damage on a failed save, or half as much damage on a successful one. Objects and structures not being worn or carried are dealt double this amount.

DISTRACTION BOMB

Rare

This strange device appears like a stuffed monkey with a wind-up crank on its back and brass symbols in its hands, along with tightly compacted explosives attached to its back. The bomb can be thrown to a point you choose within 60 feet of yourself.

All Undead CR 1/2 or lower within 60 feet of the bomb must use their Reaction to move up to their Speed to an unoccupied space within 5 feet of the bomb. These creatures then have the Incapacitated condition with a Speed of 0 until the start of your next turn. Undead higher than CR 1/2 must succeed a DC 13 Wisdom saving throw or suffer the same effects. At the start of your next turn, all creatures within 15 feet of the bomb must make a DC 13 Dexterity saving throw, with Disadvantage, taking 6d6 Fire damage on a failed save, or half as much damage on a successful one.

GRENADES

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 1,000 feet away. The grenade explodes at that point, creating a particular effect in a 20-foot radius Sphere.



CAUSTIC GRENADE

Rare

The Sphere is Heavily Obscured for 1 minute. Creatures in the Sphere when the grenade detonates, or ends their turn there, must succeed a DC 15 Constitution saving throw or take 2d6 Acid damage and 2d6 Poison damage or half as much on a successful save. A strong wind (such as the *Gust of Wind* spell) disperses the gas.

FLASH GRENADE (250 GP)

Each creature in the Sphere must make a DC 15 Constitution saving throw or have the Blinded and Deafened condition until the end of their next turn.

FRAGMENTATION GRENADE (250 GP)

Each creature in the Sphere must make a DC 15 Dexterity saving throw, taking 5d6 Piercing damage on a failed save, or half as much damage on a successful one.

MAGNETIC PULSE GRENADE

Rare

Creatures in the Sphere wearing metal armor or holding a Tiny metal object must succeed a DC 15 Strength saving throw or be pulled to an unoccupied space within 5 feet of the grenade or have the metal items ripped from its grasp and land in a space within 5 feet of the grenade.

NAPALM GRENADE

Rare

Creatures in the Sphere must make a DC 15 Dexterity saving throw or take 1d10 Fire damage and starts Burning.

RECONSTRUCTIVE SWARM GRENADE

Rare

Any damaged object, structure, or vehicle in the Sphere begins to slowly be repaired, regaining 1d4 Hit Points at the start of each of its turns and replicating the effects of the *Mending* spell. A strong wind (such as the *Gust of Wind* spell) disperses the swarm.

SMOKE GRENADE (50 GP)

The Sphere is Heavily Obscured by smoke for 1 minute. A strong wind (such as the *Gust of Wind* spell) disperses the smoke.

TELEPORTATION GRENADE

Rare

The thrower teleports to an unoccupied space within the Sphere.

