



THUNDERBALL

Wondrous Item, Uncommon

As an action, you can throw this spherical bottle up to 20 feet, shattering it on impact. When thrown, make a ranged attack against a creature, object, or unoccupied space, treating the bottle as an improvised weapon.

A wave of thunderous force erupts from the bottle when shattered, and each creature in a 10-foot sphere originating from the point of impact must make a DC 12 Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from the point of impact. On a successful save, a creature takes half as much damage and isn't pushed. Unsecured objects are automatically pushed 10 feet, and the thunderous force emitted can be heard 300 ft. away.



GREATER THUNDERBALL

Wondrous Item, Rare

As an action, you can throw this spherical bottle up to 20 feet, shattering it on impact. When thrown, make a ranged attack against a creature, object, or unoccupied space, treating the bottle as an improvised weapon.

A wave of thunderous force erupts from the bottle when shattered, and each creature in a 10-foot sphere originating from the point of impact must make a DC 13 Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is pushed 10 feet away from the point of impact. On a successful save, a creature takes half as much damage and isn't pushed. Unsecured objects are automatically pushed 10 feet, and the thunderous force emitted can be heard 300 ft. away.





CYCLONA'S THUNDERBALL

Wondrous Item, Very Rare

As an action, you can throw this spherical bottle up to 20 feet, shattering it on impact. When thrown, make a ranged attack against a creature, object, or unoccupied space, treating the bottle as an improvised weapon.

A wave of thunderous force erupts from the bottle when shattered, and each creature in a 10-foot sphere originating from the point of impact must make a DC 14 Constitution saving throw. On a failed save, a creature takes 7d8 thunder damage and is pushed 10 feet away from the point of impact. On a successful save, a creature takes half as much damage and isn't pushed. Unsecured objects are automatically pushed 10 feet, and the thunderous force emitted can be heard 300 ft. away.

