

<b>The Braggart</b> A cloak with bright silver stitching. When worn, DC 9 illusion of a full set of plate armor.	<b>Lost</b> Two stone birds that constantly tug towards each other, regardless of distance.	<b>Bandage</b> Spend (3n1). Remove 1 bleed. Bandages can be improvised out of any cloth. <i>A roll of clean cloth.</i>
<b>Simple Whetstone</b> Apply [sharpened] to a [bladed] weapon, takes 30 minutes to apply. The weapon does +1 damage and ignores 1 armor. [sharpened] is lost when you roll a 1 with a damage die. <i>A large flat stone bearing faded inscriptions.</i>	<b>Troll Salts</b> Remove 1 [exhaustion], after 10 minutes take 2 [exhaustion]. Wake up from unconsciousness not caused by negative health. <i>A small earthenware jar filled with a strong-smelling coarse powder, sealed with a waxed ball of plant fiber.</i>	<b>Stolen Ichor</b> (2n1). Get 4 heal.
<b>Variigoshlovr Root</b> (1n1). Remove 1 bleed.	<b>Glowing Root Bundle</b> (1n1). Instantly gain 4 HP.	<b>Valiikon’s Whetstone</b> Takes 30 minutes to apply [sharpened]. Inflict 1 poison on hit. Inflict 1 poison if you do 2 poison in one turn. Rolling minimum damage removes [sharpened].

<b>Vial of Verdant Sap</b> (2n1). Gain 2 heal.	<b>Footsoldier’s Whetstone</b> Takes 30 minutes to apply [sharpened] to a [bladed] weapon. Ignore 3 armor. Rolling 1 for damage twice removes [sharpened]. <i>A fragment of a relief etched into heavy white stone. The relief depicts a phalanx of soldiers in formation bearing partisans against an unseen force. The relief is etched deeply with identical runes in various styles.</i>	<b>Cannibal Whetstone</b> Takes 2 hours to apply [sharpened] to a [bladed] weapon. Whetstone must be soaked in blood before use. Inflict 1 [bleed] on hit. Gain 1 HP at the beginning of your turn as long as the opponent is bleeding. <i>A warm mass of striated stone writhing almost imperceptibly. It bears a closed eye on one side, it emanates a silent screaming call.</i>
<b>Crude Frog Idol</b> (3n1). Must be holding the idol with both hands. Ignore 3 poison damage next turn. <i>A small, worn, and stained frog idol on a fraying cord of twine. It’s wearing an even smaller straw hat. He seems to be smiling.</i>	<b>Battle Egg Carton and Bandolier</b> Carton holds 24 Putrefying Eggs. Carton will break if it or the person wearing it takes 12 damage in one turn. <i>A wooden case made from solid hardwood with round impressions chipped into it. The inside is padded with soft moss.</i>	<b>Bag of Salt</b> Worth 1d12*10f.
<b>Salorbrious</b> For 6 turns, gain 1 SALT every turn. <i>A smooth waxed sphere of pure SALT, it feels heavy in the hand. It’s just enough to kill a man.</i>	<b>Tall Salted Peter</b> Gain 3 SALT. <i>A long clay vial filled with salt suspended in a dark brown oil and continuously swirling and glittering .</i>	<b>Curse Eye</b> When crushed, all characters within 3 spaces gain 1d4 CURSE. <i>A brittle dull black sphere with a layer of veins on one side.</i>

<b>Rucksack</b> Max encumbrance: 6 + STR, [encumbered] threshold: 3 + STR.	<b>Sling Bag</b> Can be worn with another bag. Max encumbrance: 3. This bag can be switched from being worn on your front or back for [1n1]. Searching and grabbing something from this bag is [2n1].	<b>Scout's Bag</b> Max encumbrance: 4 + STR.
<b>Frame Bag</b> Max encumbrance: 8+STR. [enumbered] threshold: 2+STR.	<b>Stick Bag</b> Can be carried while wearing another bag. Stick must be held with one hand. Max encumbrance: 2 + STR.	