

Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Ablative Pad	Consumable	25	Prep	Thick alchemical	Grants Resistance	RESIST:Fire
Insulated Linen Gear		50	Prep	Wool and r	Grants Resistance	RESIST:Cold/Shock
Tower Shield	Armor	30	Combat	Massive shield	Action: Placed	COVER:Total
Phalanx Shield	Armor	20	Combat	Interlocking	Reaction: Grappled	REACT:Ally_AC+2
Spiked Buckle	Armor	15	Combat	Small shield	Reaction: Dmg	REACT:Dmg_1d4
Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Bear Trap	Tool	10	Prep	Heavy steel	Set on ground	TRAP:1d8
Tripwire Alarm	Tool	5	Prep	Bell and wire	Set perimeter	TRAP:Alarm
Caltrop Bag	Consumable	5	Combat	Sharp spike	Reaction (on drop)	REACT:Drop
Oil Flask	Consumable	2	Combat	Slick grease	Action: Thrown	AREA:10ft
Grapple Gun	Tool	100	Combat	Spring-loaded	Bonus Action	MOVE:30ft
Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Ironbark Tonic	Consumable	50	Prep	Thick, bitter	Gain 10 Temp HP	BUFF:TempHP:10
Night-Eye Drops	Consumable	25	Prep	Dilates pupils	Gain Darkvision	BUFF:Darkvision
Smelling Salts	Consumable	10	Combat	Ammonia crystals	Reaction (on use)	CURE:Stun
Quick-Clot	Consumable	15	Combat	Chemically	Reaction (on use)	REACT:Reduce_Dmg
Flash Salve	Consumable	20	Combat	Cooling gel	Reaction (on use)	CURE:Burn
Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Mana Battery	Tool	100	Prep	Empty crystal	Absorb a spell	EFFECT:Store_Spell
Focus Wand	Tool	50	Active	Conductive	Passive: Reduce Cost	BUFF:Cost_Reduct
Snap-Rune	Consumable	30	Combat	Brittle clay	Action: Shattered	CAST:Burn_Hands
Snap-Rune	Consumable	30	Combat	Brittle glass	Action: Shattered	CAST:Shield
Thunder Stone	Consumable	25	Combat	Unstable rock	Action: Thrown	AREA:10ft
Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Tarot Deck	Tool	10	Prep	Divination cards	10 min Ritual	EFFECT:Augury
Loaded Dice	Tool	20	Prep	Weighted bones	Auto-success	EFFECT:Success
Pocket Sand	Consumable	1	Combat	Pouch of ground	Reaction (on throw)	DEBUFF:Disadv
Flash Powder	Consumable	15	Combat	Magnesium	Bonus Action	COND:Blind
Monkey Cymbals	Tool	25	Combat	Wind-up toys	Action: Moved	EFFECT:Distract
Name	Type	Cost	Mode	Description	Effect	Logic_Tags
Battle Standard	Gear	50	Prep	Large flag	on Allies within 10ft	AURA:Courage
Officer's Crest	Armor	75	Prep	Impressive	Advantage on Inspire	BUFF:Advantage
War Horn	Tool	25	Combat	Loud instrument	Action: Enrage	COND:Frightened
Rally Whistle	Tool	5	Combat	Piercing sound	Reaction (on use)	HEAL:1HP
Signal Ring	Gear	50	Combat	Symbol of authority	Action: Command	EFFECT:Command