

100 BITS OF MISCELLANEOUS TAT TO FIND



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100 BITS OF MISCELLANEOUS TAT TO FIND

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Published by Azukail Games, a trading style of eGDC Ltd

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COMPATABILITY

This product is designed to be compatible with the 5th Edition of the world's most popular role playing game.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.

INTRODUCTION

Although not truthfully tat, as these items do have value in and of themselves, they are not very valuable. They may have use, and they certainly can be sold, but they will not raise much money.

These are primarily aimed at the type of player who wants to loot everything of value that can be found, no matter how small. Such loot may weigh more than it's really worth, but it could add up if there is enough of it.

These items will often be found in the possession of non player characters, so they can be used as flavour if a player decides to rummage through the pockets of whatever NPC they've just killed or those of a corpse they have stumbled across. All are worth less than 1 gp individually, with weights and values given if applicable.

USING THE LIST

To use the list, either roll d100 for a random result or select appropriate ones manually.

1. **Twine Bracelet:** Often worn by survivalists, rangers, and others who need to travel light, these bracelets are func-

tional accessories that can be unraveled into 50 feet of twine. There are rumors of enchanted bracelets made of elven rope, but they're rare enough to little more than rumor. **Weight:** -, **Cost:** 2 sp

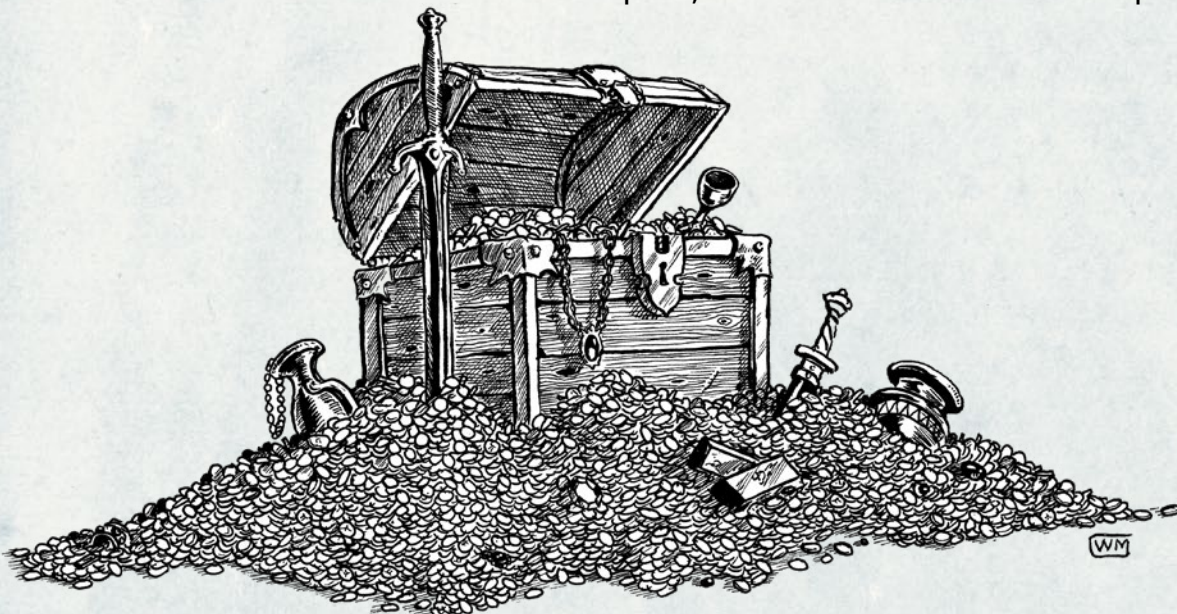
2. **Kerchief:** A simple swatch of square cloth, kerchiefs come in all shapes, sizes, and designs. From simple sweat rags, to colorful bandannas, style is determined by local custom, and the maker. **Weight:** -, **Cost:** 1sp

3. **Clothespin:** This wooden pin is meant to hold freshly-washed clothing on a length of twine or rope while it dries. **Weight:** 1/20 pound, **Cost:** 1 cp each

4. **Beeswax Balm:** Commonly used as a balm for windburn and chapping, this yellowish wax is often carried in small, stoppered jars that fit neatly into a pouch or pocket. **Weight:** -, **Cost:** 1 cp for plain beeswax, 5 cp for scented beeswax

5. **Toothpick:** A small sliver of wood, a toothpick is pointed at both ends, and is meant to clean teeth after meals. While wooden picks are the norm, more expensive, metal picks are used by wealthier men and women, who keep them tucked away until a meal is concluded and it's considered polite to clean their teeth. **Weight:** -, **Cost:** 1 cp for 50 wooden picks, 1 sp for a single metal pick

6. **Book Ribbon:** Used to mark important places in tomes without damaging the spine, book ribbons are commonplace in



centers of learning, or in the homes of people with large personal libraries. These ribbons can be thin or wide, long or short, but they're often made of stiffened silk or velvet, and color-coded for the reader's convenience. **Weight:** -, **Cost:** 5 cp

7. **Dust Brush:** A brush made from wood and short, stiff bristles, a dust brush is used to clean clothing. Often kept in a saddlebag, these brushes help travelers shed some of the road's grit when making camp, or returning to civilization. **Weight:** 1/2 pound, **Cost:** 7 cp

8. **Kohl:** Typically worn in desert nations where the sun is unforgiving, kohl is a simple cosmetic that is applied to the eyelashes, as well as the eyelid itself. Made from charcoal, kohl is dark, thick, and can be brushed or smudged on. It comes in either a small tube, or a jar. **Weight:** -, **Cost:** 2 sp

9. **Bone Dice:** Carved from the knuckle bones of different creatures, bone dice are commonly used in games of chance. While these dice may have different symbols carved into them depending on what game they were made for, they typically have six sides. In some cultures the spirit of the animal whose bones became the dice is thought to linger, making these sets much sought by diviners, fortune tellers, and shamans. **Weight:** -, **Cost:** 5 cp

10. **Wooden Pipe:** Carved from natural wood, this pipe has a small bowl that can be packed with an herb and lit, and the stem allows you to inhale the smoke. **Weight:** -, **Cost:** 4 cp

11. **Chalk Dust:** A staple for weightlifters and athletes, this dust enhances grip. However, some enterprising adventurers use it to reveal invisible foes. If an entire bag of chalk dust is thrown as a splash weapon, chalk dust reveals any invisible creatures in the impacted square for 2d4 rounds. **Weight:** 1 pound, **Cost:** 3 cp

12. **Lead Figurine:** Typically used as toys by children, or as game pieces by adults, these small figures depict great warriors, fearsome beasts, and humble townsfolk. Often painted by their owners, these fig-

ures can be as simple, or detailed, as a craftsman's skill allows. **Weight:** 1/10 pound, **Cost:** 1 cp for common figurines, 1 sp for detailed or complicated figurines

13. **Travel Cushion:** Merchants who endure long hours on uncomfortable bench seats, or who want to avoid the discomfort of bedding down on the hard ground, bring what comfort they can with them. These cushions are meant for hard use, are stuffed with wool or cotton, and have a woven closure so they can be refilled when the old stuffing needs changed. **Weight:** 5 pounds, **Cost:** 5 cp

14. **Husker's Ointment:** Used by farmers to stop livestock from chapping during milking, this thick, viscous ointment keeps the user's skin smooth and soft. It also helps ease the pain of blisters, and cracked skin. **Weight:** 2 pounds per bottle, **Cost:** 5 cp

15. **Liniment Oil:** Favored by everyone from soldiers with sore feet, to squires with aching shoulders, this thick oil is rubbed into the skin to ease aches and pains of all kinds. **Weight:** 2 pounds per bottle, **Cost:** 3 cp

16. **Running Iron:** These unusual branding irons allow the user to draw a brand freehand, rather than being bent into a single shape. Often used by cattle rustlers to re-work existing brands, those who possess them are looked upon with suspicion. **Weight:** 5 pounds, **Cost:** 8 sp

17. **Worry Stone:** This smooth river rock has a groove worn in the center of it. When held in one hand, the groove can be rubbed with the thumb to help alleviate stress. **Weight:** -, **Cost:** -

18. **Leather Cords:** These cords are made from simple leather strips, and are typically used as utility items. Whether it's as necklace string, to tie back one's hair, or to make field repairs to an item, these cords are a standby of those who live a traveling life. **Weight:** 1/20 pound, **Cost:** 1 cp per 25

19. **Decorative Belt Buckle:** While most belts have simple buckles, others are pieces of art that happen to serve a function.

Whether it's a blackened skull, a snarling tiger, or a raised fist, these buckles can be quite memorable. **Weight:** 1 pound, **Cost:** 6 sp

20. **Peeling Blade:** This kitchen tool is comprised of a thin, curved blade with no point, and a wooden handle. It's used to remove the skin from fruits or vegetables with minimal risk to one's fingers. **Weight:** 1/2 pound, **Cost:** 5 sp

21. **Awl:** This tool, a simple spike with a wooden handle, is used for punching holes in leather. They're useful for adding holes to belts and saddle straps, particularly during lean times. **Weight:** 1 pound, **Cost:** 5 sp

22. **Whore's Token:** This brass token bears the face of a horned woman with a seductive smile. Used in houses of ill-repute, these tokens allow entry, and act as payment for guests. **Weight:** -, **Cost:** 5 sp

23. **Weighted Coin:** Often carried by con men and gamblers, these coins are weighted to favor a particular face. Smart gamblers will have one of each, and switch them once the mark has declared which face they're wagering on. **Weight:** -, **Cost:** 7 sp

24. **Glow Rod:** An alchemical tool favored by spelunkers, a glow rod is a foot-long tube filled with reagents. When struck against a hard surface, the reagents mix together, and give off a glow equivalent to a candle. The rods come in different colors, and are often used as decoration during festivals. A glow rod, once activated, lasts for two hours before burning out completely. **Weight:** 1 pound, **Cost:** 9 sp

25. **Back Scratcher:** A short, wooden rod with a hooked end, these tools allow people to scratch those hard-to-reach places. While many are plain, it isn't uncommon to find back scratchers carved with bear claws, or panther paws. **Weight:** 1 pound, **Cost:** 5 cp

26. **Dried Arrarat Leaves:** These broad, smooth leaves have been hung and dried until they've turned dark green. Light in weight, tough, and disposable, they are often used by travelers who have to answer

the call of nature at the road side. **Weight:** 1/100 pound, **Cost:** 1 cp per 100 leaves

27. **Croaker Marble:** Marbles is a children's game, and this marble is one of the old standbys. Made of clay, then glazed, croakers are a colorful addition to any game.

Weight: -, **Cost:** 2 cp

28. **Tent Brick:** While tents may protect one from the elements, they are often not enough protection. Tent bricks, or warming bricks, are square-cut blocks of lightweight stone that absorb heat. Placed near a campfire for at least two hours, the brick can be laid in a tent to warm the interior for at least six hours. **Weight:** 5 pounds, **Cost:** 1 sp

29. **Steel Burnish:** For those who make their living with sword, shield, and armor, keeping that equipment in top shape is a necessity. Sharpening and polishing are all very good, but steel burnish makes the metal shine, while also protecting it from rust and dampness. Rubbed on like boot polish, this thick oil is prized by tourney knights, stage performers, and others who want to make an impression. **Weight:** 1 pound per bottle, **Cost:** 8 cp

30. **Beard Comb:** Carved from bone, beard combs are used to comb out knots with minimal pain. While not common to all lands, wherever carefully-groomed beards are in fashion, these combs are not far behind. **Weight:** -, **Cost:** 1 sp

31. **Cooking Net:** This mesh net is woven from tough fibers, and has two, wooden handles on either side. Hooked over a cook pot, this net allows water to pass through it, but keeps vegetables, noodles, and other food inside the pot. **Weight:** 1 pound, **Cost:** 4 cp

32. **Dice Cup:** A tarred, leather cup that would barely be large enough to drink from, a dice cup comes with a tight-fitting lid. This allows the dice to be stored inside without the worry of losing them. Many cups are decorated with symbols of luck, or prayers to gods known to favor gamblers, but others are plain, functional items.

Weight: 1/2 pound, **Cost:** 1 sp

33. **Brass Ring:** A prize often won at fairs

in games of skill, a brass ring is also used as the target for squires to hone their jousting skills. Small rings tend to be prizes, while larger ones (though not too much larger) are used for lancing drills. **Weight:** - or 1/4 pound, **Cost:** 5 cp

34. **Whistle:** Carved from wood, a whistle is roughly the length of a finger. Blowing on one end produces a high, shrill noise that can carry for some distance. Used by children as toys, whistles may also be used by watchmen and sentries to signal for aid. **Weight:** -, **Cost:** 1 cp

35. **Castanets:** A pair of wooden shells attached by an adjustable rope, these instruments are played in a set. They often accompany a dancer, though there are some who dance and play at once, ensuring they always have music when they want to perform. **Weight:** -, **Cost:** 9 cp

36. **Trail Dye:** Used by trackers, explorers, and survivalists to mark the trails they've come down, a single bottle of this dye can be used for 50 markings. The dye is bright, reflective, and many trackers create individual sigils so those who see their marks know who came that way. A mark typically lasts for a month before fading away if not removed. **Weight:** 1 pound per bottle, **Cost:** 1 sp

37. **Prayer Box:** A small, wooden box with a deity's holy symbol inscribed on it, this box will easily fit into the side pocket of a backpack. A lever on the lid reveals a mesh-covered hole, and the bearer whispers their prayers into the box. When they find a church or shrine dedicated to their god, the box is opened inside, allowing the weight of the prayers to empty. There are legends of enchanted boxes that enhance a connection to the divine, for those who have been chosen to carry a god's blessing. **Weight:** 1 pound, **Cost:** 7 sp

38. **Raven Feather:** Sleek and glossy, this feather clearly belongs to the most talkative of the blackbirds. While used as quills by many, these feathers are also worn as decoration for a hat, or a cloak, though the meaning of the symbol may change from one region to another. **Weight:** -, **Cost:** -

39. **Thief's Patch:** A small square of leather, this patch looks fairly unremarkable. However, the stitches along the outside edges of the patch are false, and a thick resin sits along the inner edges. When someone steals keys, coins, or other objects that fit in a hand, this patch can be slapped over it, allowing the thief to both appear a pauper, and to conceal their loot with ease. **Weight:** -, **Cost:** 5 cp

40. **Poppet:** A woven doll stuffed with corn silk, these dolls are commonly used by thaumaturgists and witches as aids in their spells. However, such dolls are also hung from packs and saddlebags as travel companions meant to bring good luck. They may be cute or fierce, unsettling or adorable depending on the sort of charm a traveler wishes to carry. **Weight:** 1 pound, **Cost:** 8 cp

41. **Bitterroot:** Bitter as its name, shavings of the interior of this root are used to flavor tea and brew drinks. The root itself is often chewed as candy, and the black stains on lips and teeth attest to those who enjoy its harsh flavor. **Weight:** -, **Cost:** 1 cp

42. **Sleep Mask:** An eye mask with an adjustable strap, this accessory block out light, allowing those with sensitivities to sleep. Typically made from soft cloth, and occasionally scented. **Weight:** -, **Cost:** 1 sp

43. **Spearmint Salve:** This powerful smelling salve is an old standby for helping cure congestion and chest colds. Smear on the chest, and beneath the nose, it soothes the sick and speeds the healing process... or so the old wives tales claim. More practically, the salve is smeared beneath the nose before undertaking foul-smelling chores, like slaughtering, or disposing of the dead. **Weight:** 1/2 pound per jar, **Cost:** 5 cp

44. **Spice Sleeve:** Carried by cooks both at home and on the road, these sleeves hold enough spice to prepare a day's worth of dishes in an inn, or enough to cook for one week on the road. **Weight:** -, **Cost:** varies by rarity of spice

45. **Nutcracker:** A skilled survivalist can find all the food they need in the wild, but it helps to have an easy way to crack open nuts. A pair of steel jaws squeezed in one hand, this tool is ideal for getting to nature's bounty. **Weight:** 1 pound, **Cost:** 8 cp

46. **Arming Brace:** Similar in appearance to a half-gauntlet made of stiff, riveted leather, this brace prevents strain on the wrist during battles and training alike. Often decorated, or worn as an accessory of intimidation, these braces mark their wearers as warriors. **Weight:** 1/2 pound, **Cost:** 7 sp

47. **Striker:** Flint and steel is good enough for most folks, but a striker takes the age-old fire starter a step further. Similar in design to tongs, squeezing the two arms drags a steel shank across a flint sparker. This tool allows fires to be lit with some precision using only one hand, making it ideal for those who need to light a pipe, a campfire, or anything in between. **Weight:** -, **Cost:** 1 sp

48. **Signal Book:** This compact, soft-cover book contains instructions for sending messages via a reflection mirror. Typically used by military organizations, there are civilian woodsmen who also make use of these communication tricks. **Weight:** 2 pounds, **Cost:** 3 sp

49. **Pewter Ring:** Silver's plainer cousin, pewter is a cheap metal that can be easily worked into decoration. These rings can be slender or thick, stamped, engraved, or plain. Even the most intricate pewter rings, though, are rarely expensive. **Weight:** -, **Cost:** 5 cp

50. **Fool's Coin:** Gold is valuable, but those who rarely see it may mistake counterfeit coins long enough for a thief to escape. Usually made with lead coated in gilding, these coins are often mixed in with legitimate gold so their presence goes undetected long enough for a thief to get away. **Weight:** 1 pound per 50 coins, **Cost:** 3 cp

51. **Skin Scour:** This rough soap is made from ground pumice, and a little bit goes

a long way. Light gray in color, it scrubs off trail dust, sweat, and blood with equal ease, leaving behind a clean, slightly dusty scent. **Weight:** 1 pound per sack, **Cost:** 4 cp

52. **Devil's Sauce:** Made from the deep, red peppers that will grow in even the most inhospitable environments, this sauce adds spice to even the blandest dishes. Those who aren't used to its burn, though, may find it hard to concentrate on the meal if they add more than a few drops. **Weight:** 1/2 pound per bottle, **Cost:** 5 cp

53. **Nail Knife:** Carried by dandies and jackdaws alike, this small, dull blade is used to clean grit and grime out from beneath one's nails. There's also a file on one side for removing imperfections. **Weight:** -, **Cost:** 3 cp

54. **Sweetgum:** Made from the sap of certain trees, sweetgum strips are small, hard, and slightly sticky. While it tastes woody at first, when placed between the cheek and gum, the strip quickly softens, making it a sweet, minty treat that can be chewed for hours. **Weight:** -, **Cost:** 1 cp

55. **Rubbing Wax:** These finger-long cylinders of colored wax are often used by explorers who wish to take rubbings of inscriptions found on stone walls, or doors. If one of these cylinders is lit, it will burn as a candle, allowing them to pull double duty in case night falls early. **Weight:** -, **Cost:** 1 cp

56. **Hair Beads:** Colorful balls made from stone, bone, or metal, these beads are worn in braids as decoration. While simply a mark of vanity in some places, they may be symbols of rank and status in others. **Weight:** -, **Cost:** 7 cp

57. **False Wallet:** Thieves are commonplace in most cities, and savvy folk tend to wear what's called a false wallet, or a pick-er lure. This belt pouch looks like it is made of fine material, filled with coin, and tightly secured, but it is actually a trap. Inside the flap are hooks to catch the unwary, and the inside of the pouch is lined with sticky, resinous dye. **Weight:** 1 pound, **Cost:** 9 sp

58. **Badge:** A lapel pin fixed to a sigil,

badges are typically worn as symbols of rank, or declarations of allegiance. Usually made from pewter, copper, and other inexpensive metals, most badges are not sturdy enough to be used as cloak clasps, or more pragmatic items. **Weight:** -, **Cost:** 7 cp

59. **Fly Smoke:** A small, paper packet filled with various herbs and flowers, they produce thick, fragrant smoke when burned. Not only that, but when dropped in a fire or brazier, the smoke will keep biting insects and pests away from a campsite for several hours. **Weight:** 2 pounds, **Cost:** 5 cp

60. **Corkscrew:** A basic tool no one wants to be without, a corkscrew is a metal screw with a wooden handle on the end. Turned until it penetrates a cork, it provides the leverage to open wine, spirits, or anything else that might be stored in a bottle. **Weight:** 1/2 pound, **Cost:** 2 sp

61. **Whetting Clamp:** Most warriors are content to use a whetstone, but for those who want a smooth, even edge on their blades, a whetting clamp is much easier to use. A wooden frame holds two whetstones, whose angles are adjusted by a screw. The clamp is dragged down the blade, and it puts on a uniform edge with no mistakes. **Weight:** 1 pound, **Cost:** 3 sp

62. **Game Box:** A small, wooden box, this item unfolds into a miniature playing field. All of the game pieces are held inside, and it's designed for play anywhere. Carried by soldiers just as often as scholars, those with a passion for a game equal to their wealth may buy boxes made with precious stones, or whose pieces have been enchanted to move as the player dictates. **Weight:** 2 pounds, **Cost:** 5 sp

63. **Never Wet:** A sticky substance often hawked by hucksters and traveling alchemists, never wet is meant to preserve leather and steel against dampness. When spread onto boots, or a weapon, the coating repels water for 1 day. This is often unsettling if the weapon is used in battle, since a slain enemy's blood will run right off the blade. 1 dose will coat a single

weapon, a shield, or a single pair of boots.

Weight: 1 pound, **Cost:** 9 sp

64. **Corn Crisps:** Baked from corn flower, these chips are often dusted with salt, or even powdered cheese to make a delicious trail snack. Those who find themselves in the wild without dry kindling, though, will also find this treat doubles as a fire starter, as the chips will spark right up. **Weight:** 1 pound per bag, **Cost:** 3 cp

65. **Apprentice Stone:** Used by apprentice wizards to study in great libraries where fire is prohibited, these little black stones seem like magic to the unlearned. Harvested from natural mines, and treated with common tinctures, these stones absorb light when it is bright, and give it off when it gets dark. An apprentice stone left in the light for eight hours will give off light as a candle for four hours once it is placed in darkness (dim light or less). **Weight:** 1/4 pound, **Cost:** 8 sp

66. **Coffee Mortar:** While similar to an herbalist's mortar and pestle, this tool is meant for crushing roasted coffee beans. The beans are placed inside, and then a piston is pressed down, crushing the beans. In half a dozen thrusts, the beans will be ground, and ready for brewing. **Weight:** 1/2 pound, **Cost:** 5 sp

67. **Latrine Bench:** There is nothing worse than trying to hold one's balance while using the latrine. That's why this collapsible bench is invaluable to regular travelers. Made of wood and hinges, it sets up like a regular camp chair, but with a hole in the center. This allows one to answer the call of nature with some dignity... and to keep a crossbow at the ready, just in case. **Weight:** 5 pounds, **Cost:** 7 sp

68. **Shucking Spike:** Common in coastal towns where oysters, mollusks, and other hard-shell mussels are eaten, this tool is worn on the index finger like a ring. A long spike extends over the finger like a talon, allowing the wearer to pry and punch through tough material. This tool can be used as an improvised weapon, as well, dealing 1d3 points of piercing damage for a Medium-sized spike. **Weight:** 1/3 pound,

Cost: 6 sp

69. **Pocket Furnace:** These small packets of alchemical reagents are highly valued in colder climes. Carried in a pocket, all it takes is snapping the seal to start the chemical reaction. Once activated, the packet gives off heat for two hours, granting the user a +2 bonus on Constitution saves made to resist the effects of cold weather. The reagents are harmless, but once used up are completely inert.

Weight: 1/2 pound, **Cost:** 9 sp

70. **Gaiters:** Worn over boots to protect the foot, ankle, and lower leg, gaiters are worn both as part of a uniform, and for fashion. Typically made of leather, these items are popular among both cavalry riders and infantry, as gaiters provide extra support for the ankles during long marches, and protection from snagging limbs, or jutting rocks. **Weight:** 1/2 pound, **Cost:** 5 sp

71. **Trail Milk:** Sold in sealed jars, these trail rations are alchemically prepared. A pale powder that must be mixed with water, this drink provides most of the nutrients one tends to lack on the road.

Weight: 1/4 pound, **Cost:** 6 sp

72. **Sunstone:** A carefully finished quartz crystal, this tool is used by sailors and navigators to locate the sun, even on cloudy days. When held above a flat surface while outdoors, the crystal projects two dots. When rotated until those dots are the same intensity and brightness, the top part of the crystal points at the sun. Use of a sunstone provides a +2 equipment bonus on navigational Survival checks made outdoors. **Weight:** -, **Cost:** 9 sp

73. **Guidebook:** Typically sold to tourists and foreigners, these simple books contain maps of a given city, with places of interest marked with symbols. Such a book provides a +2 equipment bonus to Survival checks made to navigate the corresponding city. **Weight:** 1 pound, **Cost:** 5 sp

74. **Eating Tool:** A favorite of soldiers and merchants alike, this single, steel tool can serve the function of fork, spoon, or knife, depending on your need. Often worn on a

belt, or hung from a pack, it's a sure-fire sign of someone at home away from civilization. **Weight:** -, **Cost:** 8 cp

75. **Ankle Sheath:** Typically used for hold-out weapons, ankle sheaths are worn by adventurers who know you can never have too many backup plans. An ankle sheath can hold a light weapon, a wand, or a single alchemical item. This sheath provides a +2 bonus on Sleight of Hand checks to conceal an item if it's kept under a dress, or loose pants. **Weight:** 1 pound, **Cost:** 5 sp

76. **Button Hook:** Typically used for formal dress occasions, this simple hook slips through a buttonhole, and pulls the button through. Ideal for small, decorative buttons, or for those who need some extra force. **Weight:** -, **Cost:** 8 cp

77. **Barking Glue:** Made from ground horn and the inner bark of trees, this glue comes in small pots with air-tight seals. Typically used by handymen for fast repairs, or temporary fixes, this glue is also an aid in staunching wounds. When used to deliver first aid, stop bleeding effects, or treat deadly wounds, this glue provides a +1 equipment bonus on Medicine checks. 10 doses per pot. **Weight:** 1 pound, **Cost:** 1 sp

78. **Sword Tassel:** A decoration often worn by bravos, and ceremonial guards, these tassels tie around a sword's pommel, and fan out behind them. They come in a variety of colors, each of which may give clues as to the region, and accomplishments, of the wearer. **Weight:** -, **Cost:** 5 sp

79. **Fortune Stones:** Marked with simple runes, these stones can be cast as a way to divine answers to questions, or to tell the future. Often used by holy men and true diviners, they are just as commonly carried by carnival mystics and astrologers. Common sets are painted, but some may be carved with great care, and handed down through the generations. **Weight:** 1 pound, **Cost:** 5 cp

80. **Face Paint:** Used by cultures around the world, this colored greasepaint is the

hallmark of performers of all stripes. The proper color combinations provide a + 1 equipment bonus on Performance checks (for bright, noticeable paint), or as part of a Stealth check (for colors that blend with the environment, and break up the shape of the face). Face paint lasts for two hours, once applied. **Weight:** -, **Cost:** 5 cp

81. **Prayer Beads:** A staple for monks, priests, and other servants of the holy and divine, these beads are a tool used to facilitate concentration. The beads are made of wood or stone, and depending on the faith, may be inscribed with symbols or short prayers to guide the holder through a specific ritual. **Weight:** -, **Cost:** 5 cp

82. **String Saw:** A string saw is a foot-long, braided metal rope with teeth along one side, and grips on either end. When pulled back and forth, it acts as a saw, allowing woodsmen to keep an often necessary tool wrapped in a belt pouch. **Weight:** 1 pound, **Cost:** 3 sp

83. **Forager's Friend:** A compact, pocket-sized book, these guides help identify plants and animals from different regions. When in the region the book is written for, it provides a +2 equipment bonus on Nature and Survival checks to forage. **Weight:** 2 pounds, **Cost:** 5 sp

84. **Tree Stand:** A lightweight collection of canvas and boards, this stand is meant to be placed off the ground. Used by hunters and lookouts alike, the stand is held in place either with rope, with pitons, or both. Someone sitting in a tree stand can strap themselves in so they can sleep without worry, as well. **Weight:** 25 pounds, **Cost:** 9 sp

85. **Rope Wrap:** Often worn by fist fighters when training, these cord wraps can turn one's hand into a hammer. This wrap increases the damage done with punches to 1d4 for Medium-sized characters. It has no effect on characters whose unarmed strikes already deal more than 1d4 points of damage. It is awkward to perform actions with a hand wearing a rope wrap, and a -2 penalty applies to Sleight of Hand checks, and to use of thieves' tools, while

these wraps are worn. **Weight:** 5 pounds, **Cost:** 7 cp

86. **Cat's Cradle:** A game played by adults as often as children, a string is woven between the fingers, and held in both hands. The goal is to move single strings, and to change the patterns. **Weight:** -, **Cost:** 1 cp

87. **Fox Tail:** Named for their soft bristles, these hand brushes are ideal for quickly sweeping out tight spaces. **Weight:** 2 pounds, **Cost:** 7 cp

88. **Spirit Swish:** Made from strong spirits, this cleanse is meant to clean the mouth. Swished over the tongue and between the teeth, it leaves the user's mouth feeling minty and fresh. One bottle typically lasts for a month. **Weight:** 3 pounds per bottle, **Cost:** 1 sp

89. **Hatchetman's Clutch:** Most warriors wear their weapons openly, advertising what they are. Some, though, like to conceal them until the tools of their bloody trade are needed. A hatchetman's clutch is a leather brace worn across the back and shoulders, supporting a sheath for a single light weapon under one, or both, arms. When worn beneath a cloak or coat, a hatchetman's clutch provides a +2 equipment bonus on Sleight of Hand checks made to conceal weapons. **Weight:** 5 pounds, **Cost:** 5 sp

90. **Charger Socks:** Used to protect horses' legs during cold and rainy seasons, these wraps help mounts avoid the ill effects of snow. Any mount wearing these wraps gains a +2 equipment bonus on Constitution saves against cold weather. **Weight:** 5 pounds for four socks, **Cost:** 8 sp

91. **Saddle Sheath:** A favorite of cavaliers who want to keep their options open from horseback, a saddle sheath is designed to quickly stow a weapon without breaking stride. Saddle sheaths can be made for any light weapon, one-handed weapon, light crossbow, or shortbow. No more than two saddle sheaths may hang from a single, large-sized mount. **Weight:** 5 pounds, **Cost:** 2 sp

92. **Fencing Ball:** A rubber ball attached to a rope, or piece of twine, this is an ideal training tool for warriors who want to sharpen their precision. Hung from a high branch, the goal is to stab the ball with a blunted tip, and continue to stab as it swings wildly. This tests a warrior's reflexes against a moving target. Also used by lancers, many warriors who have to train on the march keep one of these items in their saddlebags. **Weight:** 1 pound, **Cost:** 5 cp

93. **Falconer's Gauntlet:** A heavy gauntlet made of thick leather, these gloves are often used by those who train hunting birds. However, wizards who haven't formed a full-fledged bond with their familiars may also find the protection these gloves offer to be a worthwhile investment. **Weight:** 1 pound, **Cost:** 1 sp

94. **Fruit Leather:** Dried fruit is far from uncommon when it comes to trail rations, but fruit leather is a step above common rations. Made from excess fruit that's been pulped, spread, and dried, this ration can be bought either as a bar, or as a paper-thin sheet. **Weight:** 1 pound, **Cost:** 5 cp

95. **Proverb Book:** The collected wisdom of philosophy, boiled down to easy-to-remember sayings. These books tend to be pocket-sized, and depending on a nation's trade routes and cultural influence, they may travel quite far from where they were printed. **Weight:** 1 pound, **Cost:** 1 sp

96. **Coin Sleeve:** While carrying loose coins is fine for some, this leather sleeve keeps coins tightly packed. Often used by merchants and bankers, these sleeves are also known to act as impromptu fist weights for brawlers and criminals.

Weight: -, **Cost:** 1 cp

97. **Kidney Belt:** Made from saddle leather, these belts protect the lower back and sides below the rib cage. Worn by dock workers and weightlifters, these belts are also a favored protection for pirates and swashbucklers who can't be burdened with heavier armors. A kidney belt provides a +1 armor bonus, but is not counted as wearing armor for the purposes of class features. **Weight:** 5 pounds, **Cost:** 9 sp

98. **Tea Infuser:** A small, metal ball on a chain, an infuser allows one to make tea without leaving the leaves in the cup. The tea is placed in the infuser, the infuser is placed in a cup of hot water, and when it's finished steeping the infuser is pulled out via the chain. Fanciful infusers in the shape of skulls or dragons exist, but are often outside the budgets of practical, working people. **Weight:** 1/4 pound, **Cost:** 8 sp

99. **Top:** A wooden children's toy, tops are round objects with a spindle in their center. Held between the thumb and forefinger, a top is spun. The goal is often to see how long one can keep it spinning. Versions used by adults may have several sides with numbers or symbols drawn on them, and function similarly to dice. **Weight:** -, **Cost:** 5 cp

100. **Collapsible Lightning Rod:** A requirement for those who travel during stormy seasons, these metal poles come in several sections that fit together. When fully assembled, a collapsible lightning rod is about 15 feet tall. While some arcane scholars have used them to conduct studies on electricity, common people simply use them as a safety precaution. **Weight:** 50 pounds, **Cost:** 9 sp

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