

NEW EQUIPMENT

Blackjack (hand, nonlethal, 10 coins, 1 weight): this small club has a lead-filled leather pouch for a head. It is specially designed to knock victims out, as thieves have generally found it easier to rob people when they aren't able to protest.

Flash bombs (3 uses, 20 coins, 1 weight): these glass bulbs contain two carefully-separated alchemical substances which, when they come into contact with each other (for example, when the glass is thrown with enough force to break it), emit a very bright flash of light. Anyone who looking in the direction of a flash bomb at the moment of detonation will end up blinded by the flash for a few seconds - good for making a quick getaway.

Moss arrow (1 use, 20 coins, 0 weight): this arrow's glass tip contains fast-growing moss spores. When fired against a hard surface, the tip shatters and releases the spores. Over a few seconds, these grow into enough moss to cover a couple of square feet. The moss is so thick that walking on it doesn't make any noise, no matter the underlying surface.

Water arrow (1 use, 5 coins, 0 weight): this arrow's glass tip contains an alchemical payload designed to snuff out your average torch or camp fire. Despite the name, do not try drinking it; just shoot it at a hard surface close to the open fire you're trying to extinguish and physics will do the rest.

Fire arrow (1 use, area, dangerous, 50 coins, 0 weight): this arrow's glass tip contains two highly volatile chemical substances kept carefully separated, much like flash bombs. Unlike flash bombs, when the glass breaks and the two substances mix, the resulting reaction is somewhat explosive. Anyone within a three or so feet of a fire arrow's impact point takes 2d4 damage (forceful, messy, ignores armour).

Gas arrow (1 use, area, nonlethal, 100 coins, 0 weight): this arrow is tipped with a carefully-designed fast-release mechanism for varenech-seed gas. When the tip of the arrow hits something solid, the mechanism vents gas into the surrounding area. Anyone who breathes this gas in takes 4d6 nonlethal damage.

NEW ITEM TAGS

Nonlethal (weapon tag): it's designed to knock people unconscious, not deal real damage. If you reduce them to 0 HP with this, they just get knocked out for a few hours.

Concealed (item tag): whether it's plates of armor sewn into a doublet or a knife hidden in a boot, this item's true purpose is not immediately obvious.