

## THE ROGUE PACK

The Rogue needs a backpack like a fish needs water. How else are they going to carry the tools they need to accomplish all the sneaky things a rogue does, let alone carry their ill gotten gains. The rogue's pack provides them with the basics they need to ply their trade. The pack provides the tools that can assist the rogue in safe cracking, second story work and other illicit activities they may engage in. Not all equipment is created equal, so be prepared to pay for what you get.

Item	Cost	Weight
Backpack	2 gp	5 lb.
Bag of 1000 ball bearings	1 gp	2 lb.
Beef jerky	5 sp	0.25 lb.
Brush & Ash set	1 gp	1 lb.
Crowbar	2 gp	5 lb.
Center hole punch	2 gp	1 lb.
Deluxe thieves tools (See Below)	25 gp	6 lb.
Grappling Hook	2 gp	4 lb.
Journeybread	10 gp	0.5 lb.
Flashlight	10 gp	1 lb.
Mirror, small	5 gp	0.5 lb.
Oil, Flask	1 sp	1 lb.
Rope	1 gp	10 lb.
10 Pitons	5 sp	2 1/2 lb.
Smokestick	5 gp	1 lb.
Tinderbox	5 sp	1 lb.

**Mini Flashlight** - Small metal tube that can pinpoint light cast upon it by a Artificer (5 feet)

**Backpack** A cloth or leather sack that is carried on one's back and secured with two straps that go over the shoulders. They can vary in size and shape, but all standard backpacks hold one cubic foot and up to 30 lb.

**Bag of 1000 ball bearings** A small sack filled with 1/4 inch ball bearings. Per the PHB (pg 151) as an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

**Beef jerky** A number of thin jerky strips, usually cured from a goat, sheep or rat. The jerky is very tough and while humanoids can eat it, the jerky has a sharp, bitter taste and will take quite a long time to eat. The primary purpose of this item is to feed to animals that attempt to prevent the rogue from entering a guarded area. It will take a medium sized animal one minute to eat a single strip of jerky, a large sized creature half that time.

**Brush and Ash set** Three (3) small brushes of various size and a small metal tin filled with fine tree ash. The ash can be spread over a surface with any of the brushes, revealing fingerprints, writing indentations and such. When use is certain situations, the rogue has advantage on Investigation checks.

**Crowbar** A heavy, iron bar with a bent end, usually 1-2 ft. in length.

**Center hole punch** A small spring loaded hand tool that can dimple metal and can shatter windows with minimal noise. When used, the rogue has advantage on Stealth checks.

**Deluxe thieves tools** An expansion of the existing thieves tools, this small kit includes bump key, 1 oz. of glue, screwdriver, bladed hammer.

Bump keys exploit a vulnerability in pin and tumbler locks related to the pin stacks, which are the spring loaded stacks of pins that keep the cylinder of the lock from being turned without the use of a proper key. A bump key will simply disrupt the pins when it is struck by an object such as a screwdriver or small hammer. The energy produced from striking the bump key is transferred to the pins inside the lock, causing them to jump and create a temporary shear line, allowing just enough time for the intruder to quickly turn the lock and open the door. When used on the correct style lock, the rogue has advantage on picking locks.

The glue is kept in a small vial. One ounce of this adhesive will cover up to 1 square foot of surface. The glue takes 1 round to set. It will bond any two substances together for up to 1 hour, depending on the surfaces. If the objects are pulled apart before that time has elapsed, the application of the glue loses its stickiness and is worthless.

The bladed hammer is a small hammer with a 2 inch blade on the back. The hammer can be used in conjunction with the bump key. The blade can be used to cut very small and precise holes in wood surfaces.

**Grappling Hook** A hook usually with multiple prongs that is typically attached to a rope and is used for grabbing, grappling, or gripping. When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion.

**Journeybread** A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The rogue pack includes 2 pieces of journeybread.

**Mirror** A mirror is handy when you want to look around corners, signal friends with reflected sunlight, or examine wounds that you have received on hard-to-see parts of your body.

**Flashlight** A small rock that an artificer has put the magical property of light on, which is set inside a small metal tube that has an opening on one side. A finely polished and chiseled piece of glass is then set into the opening.

**Oil, Flask** A clay container that can hold up to 1 pint of oil. the paladin can splash the oil in this flask onto a creature within 5 feet of the paladin or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. The rogue can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

**Rope** 50 ft. of hempen rope.



**Pitons** A piton is a steel spike with an eye through which you can loop a rope. When driven into a wall or other surface, the piton will provide a handhold or foothold.

**Smokestick** This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. As an action, the rogue may ignite the stick and either drop or throw it. The smoke fills a 10-foot cube, and the area becomes heavily obscured. If the rogue is inside the smoke cloud, they gain advantage for all Stealth checks. A moderate or strong wind will disperse the smoke within one round. The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute.

**Tinderbox** This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch - or anything else with abundant, exposed fuel - takes an action. Lighting any other fire takes 1 minute.

