

IDENTITY OPTIONS — Roll once and use a single row, or roll three times (once for each column)

NAME	OCCUPATION — Skills	BACKGROUND — Skill
• ◻ Akaleh	Antiquarian — artifacts, myths, obfuscation	Abandoned Squire — aiding
• ◻ Alina	Artificer — alchemy, invention, traps	Banished Dancer — grace
• ◻ Aram	Astrologer — darkness, stars, symbols	Cured Beastbitten — transformation
• ◻ Baso	Blacksmith — endurance, metal, weapons	Defrocked Priest — omens
• ◻ Benah	Bodyguard — protection, speed, vigilance	Devoted Widow — patience
• ◻ Daian	Chain — commands, elements, rituals	Disgraced Courtesan — flattery
• ◻ Desarim	Champion — commands, ferocity, presence	Disinherited Noble — appraisal
• ◻ Elisio	Cook — food, improvisation, poisons	Emboldened Ratcatcher — lairs
• ◻ Esfahen	Demonologist — demons, negotiation, trickery	Enlightened Miner — paths
• ◻ Fion	Geomancer — construction, paths, patterns	Errant Knight — dueling
• ◻ Foret	Guide — foraging, hunting, paths	Escaped Cultist — deception
• ◻ Ifori	Hedge — improvisation, rituals, spirits	Expelled Apprentice — lore
• ◻ Inda	Herbalist — perception, plants, remedies	Failed Pilgrim — saints
• ◻ Kasien	Intercessor — charm, persistence, rituals	Flockless Shepherd — soothing
• ◻ Kel	Lamb — innocence, sacrifice, rituals	Grounded Sailor — ropes
• ◻ Kiva	Lancer — balance, coordination, precision	Hapless Peddler — trading
• ◻ Lora	Leech — blood, deduction, surgery	Heretical Inquisitor — secrets
• ◻ Mahera	Lockpick — acrobatics, security, silence	Impeached Official — lies
• ◻ Masero	Magician — performance, rituals, trickery	Imprecise Barber — injury
• ◻ Moradi	Medium — spirits, vigilance, willpower	Injured Whaler — hunting
• ◻ Neven	Merchant — bribery, focus, persuasion	Liberated Prisoner — deals
• ◻ Nima	Naturalist — beasts, plants, silence	Lost Child — hiding
• ◻ Obeha	Nest — coordination, rituals, vermin	Lured Innocent — temptation
• ◻ Orlen	Oracle — interpretation, rituals, trances	Opportunistic Graverobber — death
• ◻ Osto	Ox — destruction, persistence, strength	Oppressed Laborer — rebellion
• ◻ Parda	Poet — passion, persuasion, rituals	Orphaned Manikin — mimicry
• ◻ Pela	Ranger — beasts, hunting, traps	Plagued Farmer — corruption
• ◻ Rasei	Sellsword — athletics, defense, surprise	Reckless Moneylender — ambition
• ◻ Revel	Smuggler — dexterity, spontaneity, stealth	Reformed Thug — intimidation
• ◻ Sareh	Snake — charm, trickery, performance	Retired Soldier — tactics
• ◻ Sibil	Sorcerer — alchemy, rituals, symbols	Runaway Kingsguard — tracking
• ◻ Talia	Spider — surprise, traps, vermin	Traitorous Cupbearer — betrayal
• ◻ Teodan	Vessel — attraction, rituals, surrender	Uninspired Artisan — crafting
• ◻ Toram	Witch — homes, plants, rituals	Unmasked Faeborn — illusions
• ◻ Valen	Woodcutter — beasts, strength, trails	Usurped Royal — commands
• ◻ Vero	Zealot — interrogation, rituals, strength	Wandering Refugee — disguise

DRIVE OPTIONS — Roll once

DRIVE
☛ ☐ Acquire the Gleaming Cache before it is too late
☛ ☐ Arm the resistance against Lord Haffir's tyranny
☛ ☐ Attend Countess Shima's Forbidden Festival
☛ ☐ Become part of the Swirling Court
☛ ☐ Become the only patron of Ansem the Wistful
☛ ☐ Break the geas placed by the Witch of Nevask
☛ ☐ Break the siege on your sibling's fortress
☛ ☐ Bribe the justiciars so they erase your crimes
☛ ☐ Bring freedom to Tirollis
☛ ☐ Buy the orphanage where you were mistreated
☛ ☐ Buy your brother's freedom from Barsul Prison
☛ ☐ Commission a glorious statue of your deity
☛ ☐ Destroy the work of Ajino the Debauched Painter
☛ ☐ Earn the respect of the Governor of Fort Duhrin
☛ ☐ Earn the right to your family's name
☛ ☐ Establish an estate in the Levasti countryside
☛ ☐ Finance an expedition into the Blossoming Sea
☛ ☐ Find the artifact that proves the king's true nature
☛ ☐ Find the resting ground of the Morning Knight
☛ ☐ Free the kindly followers of the Piper
☛ ☐ Give your betrothed the present they crave
☛ ☐ Inscribe your mother's name in the Azure Archives
☛ ☐ Locate the jewel that haunts Eriol's dreams
☛ ☐ Pay the toll of the Emerald Bridge
☛ ☐ Pay your father's debt to Bright-Teeth Assyrio
☛ ☐ Publish your discoveries from ancient Kalduhr
☛ ☐ Rebuild Hisham's Fountain
☛ ☐ Repay your losses to the Southern Pass Company
☛ ☐ Restore the lost glory of the Caliginous Grove
☛ ☐ Restore the Temple of Tanahlot
☛ ☐ Resurrect the Cult of Derawan
☛ ☐ Retire in comfort in the Rose District of Ambaret
☛ ☐ Retrieve the lost banner of the Nameless Legion
☛ ☐ Seize absolute control of Kormoran's Wheel
☛ ☐ Take Cyrus' place at the Earthen Council
☛ ☐ Win the heart of the heir apparent of Naganeh

RITUAL OPTIONS — Roll once per column, keep up to 3

RITUAL	RITUAL	RITUAL
☛ ☐ Army	Float	Provoke
☛ ☐ Ashes	Flow	Rebirth
☛ ☐ Aura	Fountain	Repel
☛ ☐ Beacon	Future	Rewind
☛ ☐ Beast	Gale	Rubber
☛ ☐ Bewitch	Gardener	Rustle
☛ ☐ Blind	Germinate	Scale
☛ ☐ Blink	Ghoul	Scent
☛ ☐ Blur	Glamour	Scramble
☛ ☐ Bolt	Gleam	Scry
☛ ☐ Bottle	Guide	Sever
☛ ☐ Brimstone	Hand	Shell
☛ ☐ Burrow	Haunt	Shroud
☛ ☐ Carve	Hold	Silence
☛ ☐ Channel	Hollow	Siphon
☛ ☐ Circle	Hospitality	Sleep
☛ ☐ Clay	Immolate	Smite
☛ ☐ Clock	Inhabit	Spark
☛ ☐ Compel	Inscribe	Statue
☛ ☐ Crucible	Kindle	Steed
☛ ☐ Darkness	Knock	Summon
☛ ☐ Dazzle	Leviathan	Swarm
☛ ☐ Doom	Liar	Switch
☛ ☐ Door	Lift	Tadpole
☛ ☐ Drain	Martyr	Tripwire
☛ ☐ Dryad	Mask	Unravel
☛ ☐ Elegy	Maze	Vapor
☛ ☐ Emote	Medium	Voice
☛ ☐ Endure	Messenger	Void
☛ ☐ Enliven	Mirage	Wail
☛ ☐ Entangle	Mirror	Wall
☛ ☐ Ether	Nightwalk	Ward
☛ ☐ Fantasy	Numb	Web
☛ ☐ Fault	Obscure	Wither
☛ ☐ Feather	Orchard	Writhe
☛ ☐ Feral	Parse	Yoke

CHARACTER RITUAL OPTIONS — I OF III — Roll once on each page, and keep none, 1, 2, or, all 3

RITUAL — Effect

- ◻ Army — create illusory copies of yourself that mimic your actions
- ◻ Ashes — burn something irreplaceable to turn a creature or object to dust
- ◻ Aura — ascertain a creature's emotional state, truthfulness, and true form
- ◻ Beacon — nearby hidden creatures or objects shine with a fiery glow
- ◻ Beast — take a form halfway between human and animal
- ◻ Bewitch — a creature will follow a simple command if given a gift
- ◻ Bind — hold a creature in place for as long as you stay motionless
- ◻ Blink — a creature you touch teleports to a spot you can see
- ◻ Blur — touch a creature to blur their form, making their details and boundaries hard to determine
- ◻ Bolt — throw a crackling arc of heat and energy
- ◻ Bottle — force a spirit into an object
- ◻ Brimstone — grow scorching hot to the touch
- ◻ Burrow — move through the ground
- ◻ Carve — alter a creature or object via sorcerous subtraction
- ◻ Channel — allow a spirit to act through you
- ◻ Circle — a creature within a ring of salt cannot inflict or suffer violence
- ◻ Clay — use your hands to rearrange and reshape inanimate material
- ◻ Clock — time in a small area moves at an unnaturally fast or slow speed
- ◻ Compel — force a creature to perform a non-lethal task, or free a creature from a prior Compel
- ◻ Crucible — heat a metallic object to melting
- ◻ Darkness — a living shadow snuffs out all nearby light
- ◻ Dazzle — distract and confuse nearby creatures with colorful moving lights
- ◻ Doom — make a creature feel a sense of impending doom
- ◻ Door — draw a door on a solid barrier to create a portal through it
- ◻ Drain — remove all water from a creature
- ◻ Dryad — stay still to transform into a tree and communicate with other trees
- ◻ Elegy — appear as deceased
- ◻ Emote — heighten or dampen the current emotions of all in your presence
- ◻ Endure — touch a creature to allow them to withstand temperature extremes
- ◻ Enliven — give flesh and breath to an effigy
- ◻ Entangle — cause plants to twist and grasp, holding or slowing a creature
- ◻ Ether — a touched creature or object becomes spectral and intangible
- ◻ Fantasy — observe and alter the dreams of a known creature
- ◻ Fault — strike the weakest point of an object with phantasmal force
- ◻ Feather — reduce the density of an object
- ◻ Feral — increase the size, temper, and monstrosity of a creature you touch

CHARACTER RITUAL OPTIONS — II OF III — *Roll once on each page, and keep none, 1, 2, or, all 3*

RITUAL — *Effect*

- ◻ Float — *hold your breath to gently levitate*
- ◻ Flow — *shape and command bodies of water*
- ◻ Fountain — *a forceful spring of water bursts forth from a location you touch*
- ◻ Future — *an object disappears, then reappears a short time later in exactly the same spot*
- ◻ Gale — *conjure and guide a mighty wind*
- ◻ Gardener — *consume a plant to absorb some of its memories*
- ◻ Germinate — *compel plants to furious growth*
- ◻ Ghoul — *animate a dead body*
- ◻ Glamour — *appear more charming and attractive*
- ◻ Gleam — *a luminous spirit is bound to an object to project light*
- ◻ Guide — *conjure a thread to follow*
- ◻ Hand — *concentrate to mentally move a small object you can see*
- ◻ Haunt — *summon a spirit to torment a creature*
- ◻ Hold — *a sigil prevents passage through a space for a short time*
- ◻ Hollow — *push a spirit from a body*
- ◻ Hospitality — *maintain peace while you share food and drink*
- ◻ Immolate — *engulf your body in flame*
- ◻ Inhabit — *possess a creature*
- ◻ Inscribe — *create or alter a written or carved message*
- ◻ Kindle — *produce fire from yourself*
- ◻ Knock — *open nearby portal that is shut*
- ◻ Leviathan — *draw forth a creature of the deep*
- ◻ Liar — *contact a spirit who can answer any question, but only falsely*
- ◻ Lift — *temporarily reverse gravity in a small area*
- ◻ Martyr — *touch a creature to transfer their Conditions to you*
- ◻ Mask — *cover your face to remove yourself from others' senses*
- ◻ Maze — *the surrounding environment warps into a labyrinth with you at the center*
- ◻ Medium — *surface thoughts of nearby creatures enter and overwhelm a target*
- ◻ Messenger — *send a message via a creature*
- ◻ Mirage — *create an illusion that is obviously fake only on close inspection*
- ◻ Mirror — *take on the form of a known creature*
- ◻ Nightwalk — *move untraceably through darkness*
- ◻ Numb — *reduce sensation within a creature*
- ◻ Obscure — *hide a creature or object from the view of one other creature*
- ◻ Orchard — *conjure a few dozen apples, some poisonous*
- ◻ Parse — *divine the meaning of any word, writing, sound, sign, or symbol*

CHARACTER RITUAL OPTIONS — III OF III — Roll once on each page, and keep none, 1, 2, or, all 3

RITUAL — Effect

- ◻ **Provoke** — force an opponent to make a choice: freeze, fight, or flee
- ◻◻ **Rebirth** — force a known spirit to be reborn in a new body
- ◻◻◻ **Repel** — push away a creature with spiritual force
- ◻◻◻◻ **Rewind** — slightly push a creature back in time
- ◻◻◻◻◻ **Rubber** — the body of a touched creature becomes elastic and can stretch beyond normal limits
- ◻◻◻◻◻◻ **Rustle** — an illusory sound of your choosing appears to come from somewhere nearby
- ◻◻◻◻◻◻◻ **Scale** — double or halve the size of an object you touch
- ◻◻◻◻◻◻◻◻ **Scent** — navigate a space by smell alone, or follow the scent trail of a known creature
- ◻◻◻◻◻◻◻◻◻ **Scramble** — touch a creature to make them forget their known rituals until the next sunrise
- ◻◻◻◻◻◻◻◻◻◻ **Scry** — observe a location in spirit form
- ◻◻◻◻◻◻◻◻◻◻◻ **Sever** — you can detach and reattach a body part, and still control it while removed
- ◻◻◻◻◻◻◻◻◻◻◻◻ **Shell** — your skin grows a tough outer layer which acts as armor
- ◻◻◻◻◻◻◻◻◻◻◻◻◻ **Shroud** — as long as they remain motionless, a group of creatures are hidden from others' senses
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Silence** — deafen all nearby for a short amount of time
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Siphon** — detect and extract poison from food, water, or a creature
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Sleep** — send a creature into a deep slumber
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Smite** — strike with a spiritual weapon
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Spark** — touch to revive a newly dead creature, a second touch—even accidental—kills instantly
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Statue** — touch a creature, object, or surface to turn it to stone
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Steed** — summon a spectral mount which can walk on air and water
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Summon** — draw a known creature to you
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Swarm** — trade favors with a colony of vermin
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Switch** — touch to swap bodies with another
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Tadpole** — keep your own mouth closed to allow a creature to breathe, regardless of environment
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Tripwire** — a predefined illusory scene is triggered by an event of your choosing
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Unravel** — pull the threads of a Ritual to uncast it, and recast it somewhere else
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Vapor** — a noxious cloud fills a small area
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Voice** — alter your voice or make it come from somewhere nearby
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Void** — remain silent to prevent the casting of any Ritual in your presence
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Wail** — produce a disorienting sound
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Wall** — create a dense wall of fire, ice, stone, thorns, or water
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Ward** — stay concentrating to protect a small area
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Web** — produce webbing to cover a creature or reach something nearby
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Wither** — reduce plants to ash and rot
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Writhe** — transform sticks and branches into serpents which follow your command
- ◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻◻ **Yoke** — apply the strength of a spectral bull to a situation

CHARACTER BACKPACK EQUIPMENT OPTIONS — Roll once and write down all three items.

ITEMS	ITEMS	ITEMS
<ul style="list-style-type: none"> • OR • • Fishing net, woven of silver Bottles, lead (6) Magnet 	<ul style="list-style-type: none"> • OR • • Cage of rats (3) Flute Pot of honey (6 uses) 	<ul style="list-style-type: none"> • OR • • Iron spikes (12) Mallet Tent, two-person
<ul style="list-style-type: none"> • Bag of hard candies (12) Skinning knife Winterwolf pelt 	<ul style="list-style-type: none"> • Twine (300') Wind chimes Wooden mask, monstrous 	<ul style="list-style-type: none"> • Bag of fool's gold (6 pieces) Torches, 3 hrs (6) Pickaxe
<ul style="list-style-type: none"> • Chalk, 3 colors (12 uses) Crowbar Heirloom compass 	<ul style="list-style-type: none"> • Bottle of fine wine Signet ring & wax Whistle 	<ul style="list-style-type: none"> • Chain (24') Manacles Wooden labyrinth game
<ul style="list-style-type: none"> • Troll blood (heals 1 Ruin) Jar of glowworms (6) Vermin repellent (3 uses) 	<ul style="list-style-type: none"> • Bear trap Musk, bear & deer (6 uses) Soap (6 uses) 	<ul style="list-style-type: none"> • Candles, 2 hrs dim (12) Mirror, small steel Perfume (6 uses)
<ul style="list-style-type: none"> • Glass marbles (30) Pot of tar (6 uses) Scroll tube (mystery scroll) 	<ul style="list-style-type: none"> • Journal & black/invisible inks Grease (6 uses) Dice (6 normal, 3 trick) 	<ul style="list-style-type: none"> • Ashes of your grandmother Book, blasphemous Shovel
<ul style="list-style-type: none"> • Food for your pet goat (and a goat) Skeleton key (1 use) Wooden toy unicorn 	<ul style="list-style-type: none"> • Grappling hook Rope (120') Spyglass 	<ul style="list-style-type: none"> • Hourglass, 10 min. markers Numbing herbs (3 uses) Sewing kit

ADDITIONAL BACKPACK EQUIPMENT

Your backpack has slots for six items, but when you select your backpack equipment, you only get three items. What about the other three slots?

Though you are foolish enough to be a treasure-hunter, you are not so foolish as to go unprepared. When you rummage around in your backpack and have open slots, you can pick any item from the *Additional Backpack Equipment* table.

CHARACTER COMBAT EQUIPMENT OPTIONS — Add 1 to your Burdens for each item you choose.

ARMOR	WEAPON	WEAPON
• • Sturdy helmet	• • Simple shortsword	• • Set of throwing knives
• • Leather gambeson	• • Hefty cudgel	• • Small but vicious dog
• • Ringmail shirt	• • Gnarled staff	• • Assassin's blowgun
• • Studded gauntlets	• • Hunting spear	• • Curved ritual knife
• • Full plate	• • Masterwork longsword	• • Weighted net
• • Ornate cuirass	• • Bolt of arcane energy	• • Hooked sickle sword
• • Wooden shield	• • Twin-bladed battleaxe	• • Dueling sabre
• • Amulet of protection	• • Knight's lance	• • Thief catcher's bolas
• • Fae-crafted chainmail	• • Crushing warhammer	• • Guardian's halberd
• • Stiff wool cloak	• • Heavy crossbow	• • Spiked morningstar
• • Polished scalemail	• • Barbed whip	• • Sharpened pitchfork
• • Rusty steel shield	• • Throwing hatchet	• • Jagged sawtooth blade

ADDITIONAL BACKPACK EQUIPMENT — *Pick (or roll for) any item when you rummage through your backpack.*

ITEM	ITEM	ITEM
• ◻ Air bladder	• ◻ Drum	• ◻ Padlock & key
• ◻ Ale	• ◻ Face paint (3 uses)	• ◻ Paint (3 uses)
• ◻ Animal feed	• ◻ Fiddle	• ◻ Pet rat
• ◻ Bandages (3 uses)	• ◻ File	• ◻ Perfume (1 use)
• ◻ Bear trap	• ◻ Fishing net, standard	• ◻ Pickaxe
• ◻ Bedroll	• ◻ Fishing rod	• ◻ Pitons (6)
• ◻ Bell, small	• ◻ Flint & steel [extra]	• ◻ Pliers
• ◻ Bellows	• ◻ Flute	• ◻ Pole (10')
• ◻ Blanket	• ◻ Glass marbles (30)	• ◻ Rations (3 uses) [extra]
• ◻ Block & tackle	• ◻ Glue (3 uses)	• ◻ Rope (60')
• ◻ Book, blank	• ◻ Grappling hook	• ◻ Saw
• ◻ Book, reading	• ◻ Grease (3 uses)	• ◻ Scissors
• ◻ Bottles, glass (3)	• ◻ Hammer/mallet	• ◻ Scroll tube, empty
• ◻ Bottles, lead (3)	• ◻ Hammock	• ◻ Sewing kit
• ◻ Bucket	• ◻ Holy symbol	• ◻ Shovel
• ◻ Caltrops (30)	• ◻ Holy water (1 use)	• ◻ Signet ring
• ◻ Candles, 2 hrs dim (6)	• ◻ Honey (3 uses)	• ◻ Skis
• ◻ Canvas (10×10')	• ◻ Hourglass, 30 min. marker	• ◻ Sleeping potion (1 use)
• ◻ Chain (12')	• ◻ Hunting horn	• ◻ Snowshoes
• ◻ Chair, folding	• ◻ Incense	• ◻ Soap (6 uses)
• ◻ Chalk, white (6 uses)	• ◻ Ink, black with quill	• ◻ Sponge
• ◻ Chalk, 3 colors (6 uses)	• ◻ Iron spikes (6)	• ◻ Spyglass
• ◻ Charcoal sticks (6 uses)	• ◻ Jug	• ◻ Stakes, wooden (6)
• ◻ Children's toy	• ◻ Ladder (10')	• ◻ Tar (3 uses)
• ◻ Chisel	• ◻ Lantern (requires oil)	• ◻ Tent, one-person
• ◻ Cloak	• ◻ Lantern oil, 6 hrs	• ◻ Torches, 3 hrs (3)
• ◻ Clothing, basic [extra]	• ◻ Lockpicks	• ◻ Towel
• ◻ Clothing, costume	• ◻ Lute	• ◻ Twine (150')
• ◻ Clothing, fine	• ◻ Magnet	• ◻ Vermin repellent (3 uses)
• ◻ Cooking pot	• ◻ Magnifying glass	• ◻ Waterskin [extra]
• ◻ Crampons	• ◻ Manacles	• ◻ Wax, 3 uses
• ◻ Crowbar	• ◻ Make-up (3 uses)	• ◻ Wheelbarrow
• ◻ Crutches	• ◻ Merchant's scale	• ◻ Whetstone
• ◻ Crystal orb	• ◻ Mirror, small glass	• ◻ Whistle
• ◻ Deck of cards	• ◻ Music box	• ◻ Whittling tools
• ◻ Dice (6 normal)	• ◻ Musk, deer (3 uses)	• ◻ Wine

Unless you have lost them, your backpack always contains basic clothing, rations, a waterskin, and flint & steel.