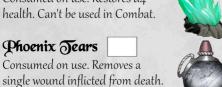
# Inventory

#### Heal and Restore



#### Health Potion

Consumed on use. Restores d4 health. Can't be used in Combat.





# Cleansing Crystal

Consumed on use. Removes the 'Cursed' condition.



# Antidote

Consumed on use. Removes the 'Poisoned' condition.





## Dragon's Fire

Consumed on use. Add d4 to a single Damage roll.



# Combat Tonic

Consumed on use. Add d4 to a single Attack roll.



# Warding Ointment

Consumed on use. Add d4 to a single Defense roll.

# Meals and More



## Meal Rations

Consumed on use. Needed if you can't find food and water.



#### Honey

Consumed on use. Use as 1 Health Potion or d6 Meal Rations



# Campfire

Consumed on use while traveling. Take a Rest.

# Trait Boosters



# Brawnberry

Consumed on use. Adds d4 to Strength on a single roll.



## Foresight Flower

Consumed on use. Adds d4 to Intellect on a single roll.



## Nimblecap

Consumed on use. Adds d4 to Dexterity on a single roll.



## Sageleaf

Consumed on use. Adds d4 to Wisdom on a single roll.



#### Stoutseed

Consumed on use. Adds d4 to Constitution on a single roll.



## Galmour Stone

Consumed on use. Adds d4 to Charisma on a single roll.