

# 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.



**Phoenix Tears**

Consumed on use. Removes a single wound inflicted from death.



**Antidote**

Consumed on use. Removes the 'Poisoned' condition.

## 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.



**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.

## Trait Boosters



**Brawnberry**

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



**Nimblecap**

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



**Stoutseed**

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



**Foresight Flower**

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



**Sageleaf**

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



**Galmour Stone**

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