

# INVENTORY



## Health Potion

Consumed on use. Restores 2d4 health. Can't be used in Combat.



## Antidote

Consumed on use. Removes the Poisoned condition.



## Meal Rations

Consumed on use. Prevents starvation when traveling.



## Potion of Clarity

Consumed on use. Removes Trauma inflicted upon death.



## Lockpicking Tools

Add +2 to rolls when picking locks. Can't have more than one.



## Combat Tonic

Consumed on use. Adds d4 to all Attack rolls for the Page.



## Potion of Giant Strength

Consumed on use. Adds d6 to Strength for the Page.



## Potion of the Wind

Consumed on use. Adds d6 to Dexterity for the Page.



## Potion of Fortitude

Consumed on use. Adds d6 to Constitution for the Page.



## Fortified Weapon

Add +1 to all Attack rolls. Max of +3.



## Greater Health Potion

Consumed on use. Restores 2d8 health. Can't be used in Combat.



## Holy Water

Consumed on use. Removes the Cursed condition.



## Bandages

Consumed on use. Removes Injuries inflicted upon death.



## Ointment

Consumed on use. Removes Wounds inflicted upon death.



## Map and Compass

Add +2 to rolls when travelling. Can't have more than one.



## Dragon's Fire

Consumed on use. Adds d4 to all Damage rolls for the Page.



## Potion of the Gods

Consumed on use. Adds d6 to Intellect for the Page.



## Draught of Enrichment

Consumed on use. Adds d6 to Wisdom for the Page.



## Aged Wine

Consumed on use. Adds d6 to Charisma for the Page.



## Sharpened Weapon

Add +1 to all Damage rolls. Max of +3.

## Horse

Add +4 to Wisdom rolls when travelling on land. Can't have more than one.



## Mule

Add +2 to Wisdom rolls when travelling on land. Can't have more than one.



## Seaquine

Add +4 to Wisdom rolls when travelling on land or at sea. Can't have more than one.

