

INVENTORY

HEAL AND RESTORE



Health Potion

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



Hex Cleanse

Consumed on use. Removes the 'Cursed' condition.



Dragon's Blood

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.



Sliver of the Soul Crystal

Consumed on use. 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



Elixir of Might

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



Elixir of Speed

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



Elixir of Fortitude

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



Elixir of Insight

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



Elixir of Wits

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



Elixir of Charm

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

INGREDIENTS



Nightshade



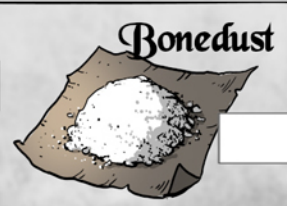
Wolfsbane



Cryptweed



Blightroot



Bonedust



Moonmoss

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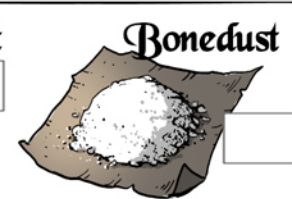
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Blightroot ☐



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Moonmoss ☐