

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



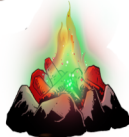
Meal Rations

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.



Glamour Stone

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