

ALCHEMIST'S FIRE

SINGLE USE

EXPLOSIVE:
SUCCESS: CHARACTERS WITHIN 1" OF TARGET SUFFER A +2 HIT, ROLL DAMAGE INDIVIDUALLY
CRITICAL FAILURE: IF ATTACKER ROLLS ONLY 1's THEY ARE HITS INSTEAD

THROW IT! RANGE 6 +4 3

CLIMBING KIT

TARGET: GROUND
SUCCESS: AUTOMATICALLY SUCCEED ANY CLIMB MOVEMENT TO TARGET LOCATION

GRAPPLING HOOK RANGE 8 MAY CLIMB TO TARGET WITHOUT DIFFICULTY TEST 1

CLOAK OF SHADOWS

GAIN A +3 BONUS TO ANY DISENGAGE ROLLS

SLIP AWAY +3 BONUS ON DISENGAGE ROLLS 2

FEATHER BOOTS

REROLL A FAILED CLIMB, JUMP, OR FALL ROLL ONCE PER ACTIVATION

FEATHER BOOTS REROLL A CLIMB, JUMP OR FALL 2

HEALTH POTION

SINGLE USE

TARGET: SELF OR ALLY WITHIN .5"
USE: RECOVER D3 HEALTH BOXES

APPLY POTION HEAL D3 2

MAGIC RING

SINGLE USE

USE MAGIC RING AS IF IT WERE A DODGE TOKEN

PROTECTION USE AS DODGE TOKEN 1

MAGIC WEAPON

MELEE WEAPON ACTIONS ARE -1 DIFFICULTY AND BECOME MAGICAL

MAGIC WEAPON -1 DIFFICULTY AND GAIN 4

RAVEN BROOCH

SINGLE USE

WEARER MAY REROLL A SINGLE DIE DURING ITS ACTIVATION OR WHILE MAKING A DEFENSE ROLL

RAVEN BROOCH REROLL A SINGLE DIE 1

SLING AND STONE

A SIMPLE WEAPON, BUT IT SERVES ITS PURPOSE

FLING STONE RANGE 10 +1 2

