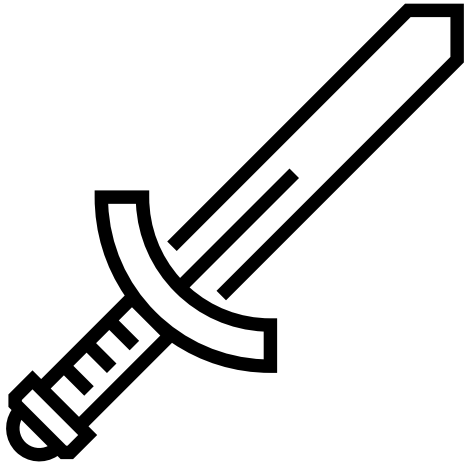


Sword

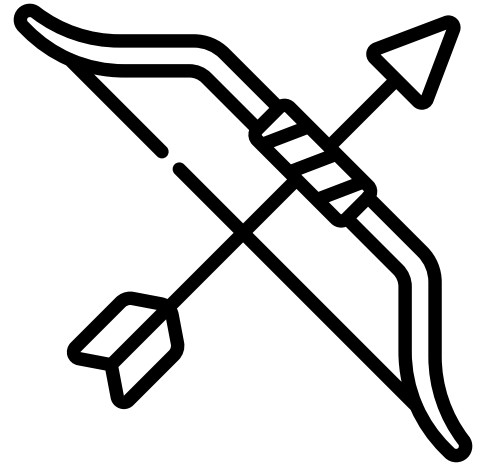
Equipment



1 bonus die on attack

Bow & Arrow

Equipment



Add 2 to die roll on attack
Skip your next turn

Shield

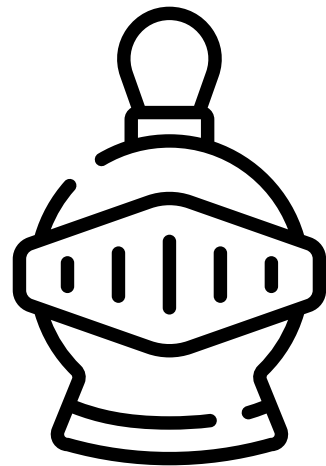
Equipment



1 bonus die on defend

Armor

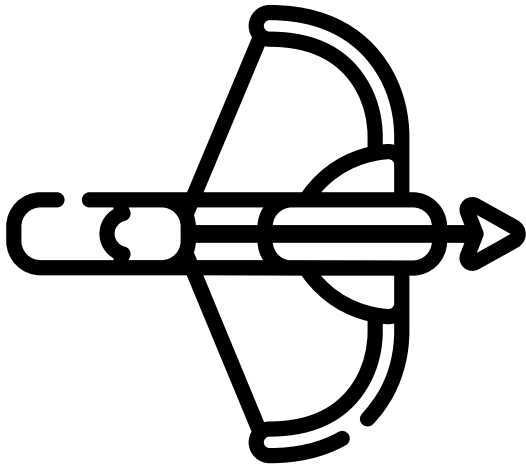
Equipment



2 bonus die on defend
1 less die on attack

Crossbow

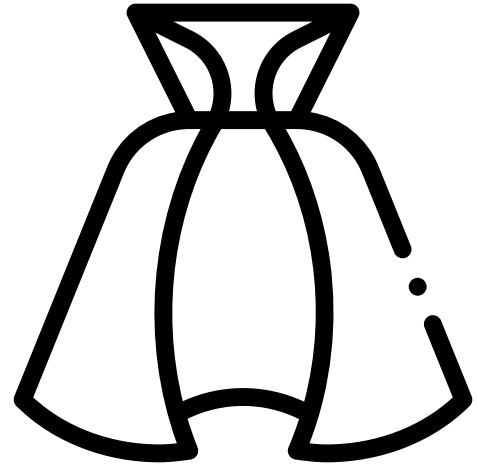
Equipment



Subtract 2 from attack roll
Add 3 to damage roll

Cloak of Invisibility

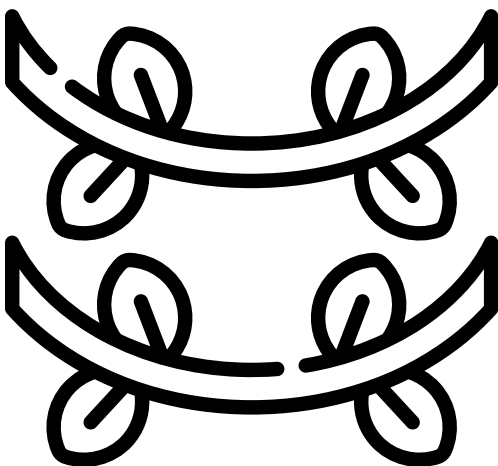
Equipment



1 bonus die on attack and dexterity
1 less die on defend and charisma

Tangled Roots

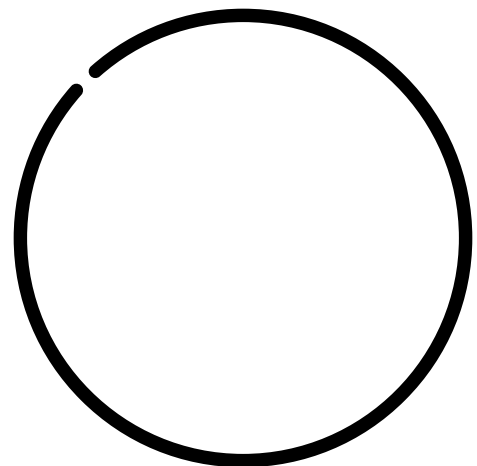
Spell



Tangled villains roll 1 less die
on attack and defend

Circle of Protection

Spell



Protected players take no damage
this combat round

Healing Potion

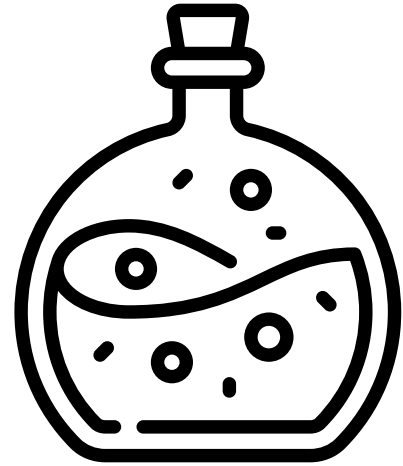
Single-Use Item



Restore all base health points
for a single characters

Speed Potion

Single-Use Item



Take an extra turn

Canned Air

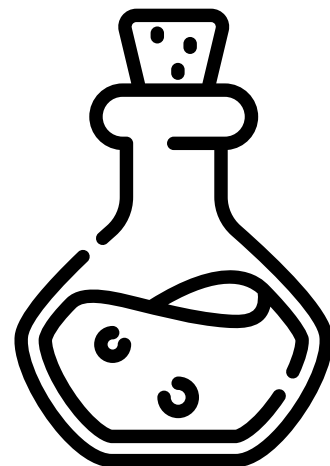
Single-Use Item



Character can breathe underwater
for one turn

Flying Potion

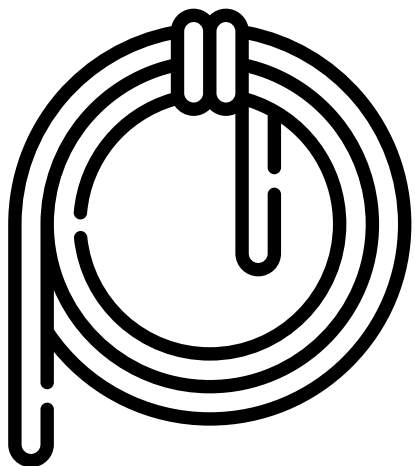
Single-Use Item



Protected players take no damage
this combat round

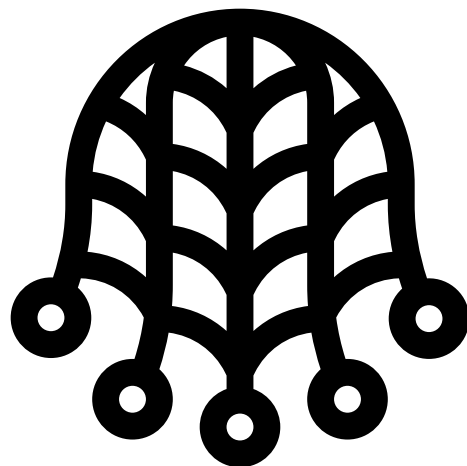
Rope

Item



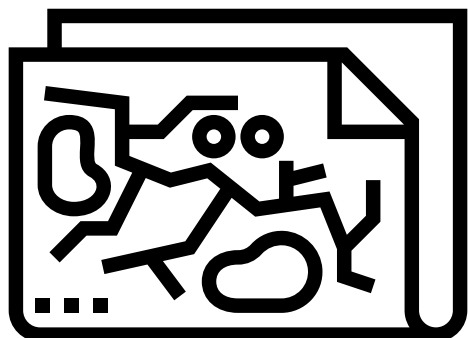
Net

Item



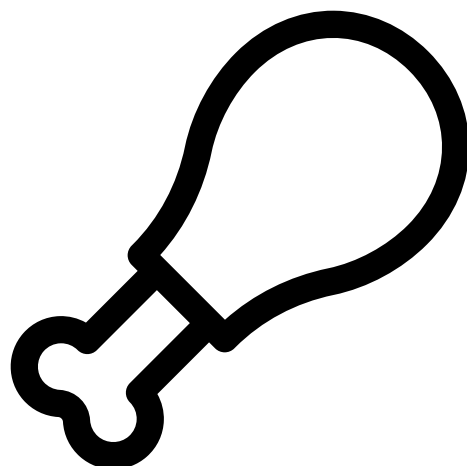
Map

Item



Food

Item



Type:

Type:

Type:

Type: