
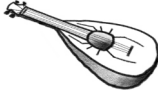










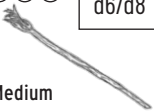
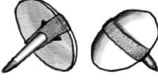


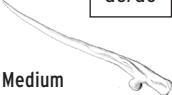



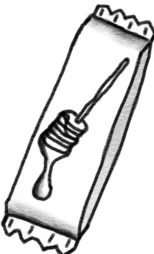




Greenleaf Cloak  ○○○	Spidersilk Lute  ○○○	Ethereal Torch  ○○○	Amulet of Bravery  ○○○	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
Bottle of Spirits  ○○○	Bottle of Spirits  ○○○	Bottle of Spirits  ○○○	Bottle of Spirits  ○○○	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
Jar of Bloodsap  ○○○	Jar of Bloodsap  ○○○	Jar of Bloodsap  ○○○	Jar of Bloodsap  ○○○	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
Vitacernis Root Rod  ○○○ d6/d8 Medium	Climbing Gloves  ○○○	Acorn Helmet  ○○○ 1 def	Jar of Bloodsap  ○○○	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
Osric's Boneblade  ○○○ d6/d8 Medium	Jar of Mead  ○○○	Jar of Mead  ○○○	Uncontrollable Cough Treat HP as 0, all attacks are Impaired Clear - After short rest	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
Greataxe of Mathea  ○○○ d10 Heavy	Honey Granola Bar  ○○○ ○○○	★ Sap Life  ○○○	Uncontrollable Cough Treat HP as 0, all attacks are Impaired Clear - After short rest	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist
		★ Animate  ○○○	Uncontrollable Cough Treat HP as 0, all attacks are Impaired Clear - After short rest	Diseased - Paw Rot Reduce max STR, DEX, and WIL by 1. After a day, if untreated gain another Diseased (Paw Rot) Condition Clear: Spend a week being treated by an herbalist