

Potion Pouch

15 gp



CAP 1

Item

Holds up to 8 potions, which is included in the CAP of the pouch. Potions in this pouch are consumed with timing on the potion. Attachable to belt.

Item 205 Art © Susan Van Camp Set 401

Potion Pouch

Refreshment Vale

15 gp



CAP 5

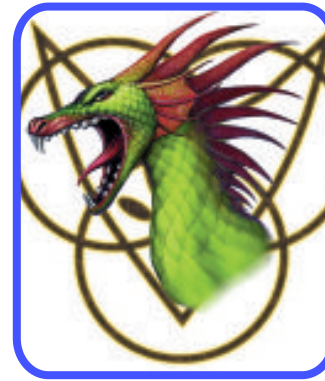
Magic Item Ind / F (L1R)

Drink to restore one drained card that is available to be recharged. RST and DWN cards may not be recovered. *"The rich drink these like water. I watch, and pick their pockets."* Squeechy
Magic Item 211V2 Art © Susan Van Camp Set 401

Refreshment Vale

Disease Ward Vale

60 gp



CAP 5

Magic Item Ind*2 / F (L1R)

Drink to gain a fresh +2 resistance roll versus a disease. Does not work versus the Tox. *"Some diseases have hidden affects. Watch everyone closely."* Mother White
Magic Item 212 Art © Susan Van Camp Set 401

Disease Ward Vale

Vale of Healing

35 gp



CAP 5

Magic Item Ind / F (L1R)

Drink to restore d6+4 HP. This potion does not heal poison or disease damage. *"It is small, but no Terrible Two and no Explosions. It just works."*
Magic Item 200 Art © Susan Van Camp Set 401

Vale of Healing

Curative Vale

70 gp



CAP 5

Magic Item Ind / F (L1R)

Drink to restore 2d6+1 HP. This potion does heal poison damage and "normal" damage. It does not heal Disease damage.
Magic Item 201 Art © Susan Van Camp Set 401

Curative Vale

Medicinal Vale

140 gp



CAP 5

Magic Item Ind / F (L1R)

Drink to restore 2d6+2 HP. This potion heals poison damage, disease damage and "normal" damage. It does not cure diseases, just heals the damage incurred. GM will determine results.
Magic Item 213 Art © Susan Van Camp Set 401

Medicinal Vale

Tox Resist Vale

90 gp



CAP 5

Magic Item Ind*2 / F (L1R)

Drink to gain a fresh +2 resistance roll versus the Tox. Success either removes a Warp Feature or cures the Disease. May take additional potions to entirely clean up the Tox.
Magic Item 214 Art © Susan Van Camp Set 401

Karvac's Cloak

Coffee Vale

5 gp



CAP 5

Magic Item Ind / F (L1R)

Provides a single hot coffee when opened. A Coffee Vale gives a +2 to contests involving staying awake and remaining awake when tired.
Magic Item 215 Art © Susan Van Camp Set 401

Coffee Vale

Daily Vale

5 gp



CAP 5

Magic Item Ind / F (L1R)

A satisfying, thick drink, that provides a full days food and drink for the user. *"More nutrition than a rock, tastes better than rations, what's not to like?"* Ogara the Orc
Magic Item 216 Art © Susan Van Camp Set 401

Daily Vale