

<p>5 Object <b>Short Bow</b></p>  <p>You can use the Short Bow to fire arrows, increasing your Strength in combat by one. You cannot use the Short Bow and a Shield, Armour or another Weapon at the same time.</p>	<p>5 Object <b>Short Bow</b></p>  <p>You can use the Short Bow to fire arrows, increasing your Strength in combat by one. You cannot use the Short Bow and a Shield, Armour or another Weapon at the same time.</p>	<p>5 Object <b>Torch</b></p>  <p>While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement. Plants will fear the fire. You may never have a Plant as a Follower while carrying the Torch.</p>	<p>5 Object <b>Torch</b></p>  <p>While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement. Plants will fear the fire. You may never have a Plant as a Follower while carrying the Torch.</p>
<p>5 Plant-Object <b>Healing Bandage</b></p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object <b>Healing Bandage</b></p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object <b>Healing Bandage</b></p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Plant-Object <b>Healing Bandage</b></p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>
<p>5 Animal-Object <b>Hunting-Dog</b></p>  <p><b>Strength 1 / Craft 1</b></p> <p>This hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Forest. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object <b>Tracker-Dog</b></p>  <p><b>Strength 1 / Craft 1</b></p> <p>This tracking hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Craggs. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object <b>Blood-Dog</b></p>  <p><b>Strength 1 / Craft 1</b></p> <p>This bloodhound will fight in your place in combat but will not add his score to yours if you fight. He smells blood easily. If you reach the Ruins you can roll a die. On a 5-6 you will find a hidden entrance into the <u>Dungeon</u>.</p>	<p>5 Magic Object <b>Scroll</b></p>  <p>If you have one or more Spells, you can place one into this brittle Scroll. This Spell will not add to your amount of Spells any more. The Spell will be safe from spy outs and Events like the Magic Vortex. If the Spell in the Scroll will be used, you have to discard this Magic Object.</p>
<p>5 Object <b>Indulgence</b></p>  <p>The Letter of Indulgence will absolve your sins. You can use this paper to get rid of a Warrant, a Curse or change your alignment. Discard the letter after use. You can never have more than one Letter of Indulgence.</p>	<p>5 Object <b>Indulgence</b></p>  <p>The Letter of Indulgence will absolve your sins. You can use this paper to get rid of a Warrant, a Curse or change your alignment. Discard the letter after use. You can never have more than one Letter of Indulgence.</p>	<p>5 Object <b>Indulgence</b></p>  <p>The Letter of Indulgence will absolve your sins. You can use this paper to get rid of a Warrant, a Curse or change your alignment. Discard the letter after use. You can never have more than one Letter of Indulgence.</p>	<p>5 Magic Object <b>Scroll</b></p>  <p>If you have one or more Spells, you can place one into this brittle Scroll. This Spell will not add to your amount of Spells any more. The Spell will be safe from spy outs and Events like the Magic Vortex. If the Spell in the Scroll will be used, you have to discard this Magic Object.</p>

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