

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

Adventuring Gear - Additional Items

Item	Cost (gp)
Bandage	2
Vulnerary	20
Eyedrops (basic)	25
Eyedrops (great)	100
Antidote	50
Ginkgo remedy	50
Gilded needle	200
Nazar stone	500

Bandage: Stops bleeding.

Vulnerary: Restores 1d2+1 hit points of damage. It takes 5 minutes to make effect.

Eyedrops (basic): Restores the sight of a character blinded by *Darkness*. Has 4-in-6 chance to succeed.

Eyedrops (great): Restores the sight of a character blinded by *Continual Darkness*. Has 4-in-6 chance to succeed.

Antidote: Neutralize the effects of poison. A character who has died from poisoning can be revived, if antidote is ingested within two rounds. Has 3-in-6 chance to succeed.

Ginkgo remedy: Neutralize paralyzing effects on a character. Has 4-in-6 chance to succeed.

Gilded needle: Restores a petrified character within two rounds to life. Has 3-in-6 chance to succeed.

Nazar stone: Cancels a curse for 10 minutes.

