

Peasant Garb

5 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Prosperous peasants who want to show off their wealth wear clothes that are a cut above the normal farmer's tunic. These clothes are held together with brooches and pins. A shape shifter changing form can remove this garb as a 0 / F independent action.

Peasant Garb

ITM-006 ILLUSTRATION © 1999 SUSAN VAN CAMP

Hand Crossbow

30 gp



STR 0
COR 0
DEF +3
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Hand crossbows are small crossbows used for hunting. These weapons require one action to load and fire. They have a range of 100 feet. Dual Shot or Dual Action may not be played on a Hand Crossbow.

Hand Crossbow

ITM-017 ILLUSTRATION © 2000 SUSAN VAN CAMP

Wineskin

22 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1

ITEM

A wineskin holds 10 rations of liquid without increasing its CAP. Filling the skin with wine usually costs 2 gp per ration.

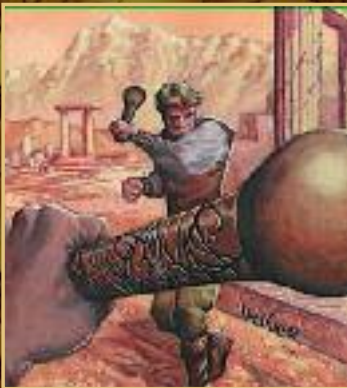
"Water? In a wineskin? Are you trying to poison me?" Ashmed the Unsteady

Wineskin

ITM-007 ILLUSTRATION © 1999 SUSAN VAN CAMP

Cudgel

15 gp



STR +3
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -2

ITEM

Basic Cudgel. Easy to acquire and popular among young gold strapped warriors.

Cudgel

ITM-096 ILLUSTRATION © 1996 SUSAN VAN CAMP

Shoulder Sack

4 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/+7

ITEM

A shoulder sack has a CAP of -1. The user may put up to 7 CAP of items in a shoulder sack without increasing its CAP. How large of an item may fit in the shoulder sack is up to the gamemaster.

Shoulder Sack

ITM-012 ILLUSTRATION © 1999 SUSAN VAN CAMP

Medicinal Vale

140 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Drink to restore 2d6-1 HP. This potion does heal poison damage, disease damage and "normal" damage. It does not cure diseases, just heals the damage incurred. GM will determine results.

Medicinal Vale

ITM-093 ILLUSTRATION © SUSAN VAN CAMP 2009

Vale of Healing

35 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Drink to restore 2d6-1 HP. This potion does not heal poison or disease damage.

Vale of Healing

ITM-094 ILLUSTRATION © SUSAN VAN CAMP 2009

Curative Vale

70 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Drink to restore 2d6-1 HP. This potion does heal poison damage and "normal" damage. It does not heal Disease damage.

Curative Vale

ITM-095 ILLUSTRATION © SUSAN VAN CAMP

Valarian Champion

Boon



STR 0
COR 0
DEF 0
SPD 0
WIS +1
HP +8
CAP 0

UNIVERSAL Anchor, Boon 0 / P

This boon permanently adds +1 WIS and +8 HP to a character. A character may only have one of this Boon.

"Late in the Storm Age, mentors started recruiting shape shifters as Valarian Champions: Warriors dedicated to the destruction of Warp and the death of all necromancers." History of the Stormlands

Valarian Champion

VAL-005 ILLUSTRATION © SUSAN VAN CAMP

Tigrean Werecat

+10



STR 2
COR 1
DEF 3
SPD 1
WIS 1
HP 22
CAP 8

WERECAT Character

This character may use Tigrean, Werecat, item and universal cards, and may change into werecat forms by playing form cards.

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WEC-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Tigrean Werecat

Barbarian Nomad

4



STR +1
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP 0

UNIVERSAL Anchor, Background 0/P

The lands of your small nomadic tribe became tainted with Warp through regular Dragon Storms. The leaders decided to disperse the tribe to several cities. You have lived the last year in "civilization". You have a healthy distrust of those who deal with the Warp - the Necromancers.

You may purchase the Hunting and/or Scouting Anchors for 5 CP each.

You speak Gennish Common and the Tigrean language. Start with 330 gp.

UNI-117 ILLUSTRATION © SUSAN VAN CAMP 2009

Barbarian Nomad

Winged Tiger Form

1



STR +3
COR 0
DEF +2
SPD +1
WIS 0
HP 0
CAP 0

WERECAT Ace 1/V

Play to shape shift a werecat character into winged tiger form. A shifted winged tiger may not use weapons, armor, humanoid languages, or items which require hands to use. A winged tiger may fly up to 4 hours per day. Only one form card may be in play at a time.

WEC 007 ILLUSTRATION © 1998 SUSAN VAN CAMP

Winged Tiger Form

Werecat Scouting

3



WERECAT Ace 1/V*

Play in any form. The werecat may add +1+WIS to all scouting, tracking, perception and hunting rolls when this card is in play. The user keeps this bonus until she sleeps, she drains the card, or the gamemaster determines she has lost her concentration.

WEC 006 ILLUSTRATION © 1998 SUSAN VAN CAMP

Werecat Scouting

Healing Lick

1



WERECAT Ace 1/F

Play only when in a shifted form. Play to heal D6+2 damage. A werecat's saliva acts as a healing potion. It does not heal disease damage, but it does heal poison damage.

WEC 005 ILLUSTRATION © 1998 SUSAN VAN CAMP

Healing Lick

Trail Blazing

1



UNIVERSAL Ace 1/*

Success at +WIS allows a user to find trails and landmarks. When a user leads the way into unexplored territory add +WIS to exploration rolls. This card is drained when the user stops leading, enters a new territory or sleeps.

"Knowing where you are going may be more important than knowing where you are."

Dilbohn Red Knee

UNI 017 ILLUSTRATION © MELISSA BENSON 2000

Trail Blazing

Luck of Youth

0



UNIVERSAL/Independent Ace 0/F

Independent Card. Play to add +2 to any dice roll. May only be used by characters with 25 or less card points. A character may only have one Luck of Youth.

For more information see us at:
webpage: www.dragonstorm.com
or: www.artbysvc.com

UNI -056 ILLUSTRATION © SUSAN VAN CAMP 1995

Luck of Youth

First Aid

1



UNIVERSAL Ace 1/F

When First Aid is used, roll 1D6.

On a roll of a 1, user causes 1 HP Damage.

On a roll of 2-6, 3 HP of damage are Healed.

First Aid may only be used once per combat per injured person and may not be combined with Bind Wounds. The user gains no bonuses to first aid rolls unless they have the Bind Wounds anchor.

"You must learn healing to survive in the Storm Lands." - Unknown Bard

UNI -037 ILLUSTRATION © SUSAN VAN CAMP 2004

First Aid

Tigrean Reflexes

3



TIGREAN Ace 0/F

Independent card. Use in any form. Play to give this Tigrean an immediate movement, in addition to the character's normal movement for this round. The user gains +2 SPD if she dodges using Tigrean Reflexes. Only two Tigrean Reflexes may be played in a round.

TIG-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Tigrean Reflexes