

# QUIVER



The quiver is a container for holding arrows or bolts. It can be carried on an archer's body, the bow, or the ground, depending on the type of shooting and the archer's personal preference.

The quiver allows the wearer to carry a maximum of 20 arrows or bolts. Place all owned arrows or bolts tokens on each square, arrows or bolts can be standard or magical as long as they do not exceed the 20 that the quiver can hold.

As an arrow or bolt is fired, remove the fired arrow or bolt token from the quiver.

At the end of a specific battle the Warrior may search the bodies for undamaged arrows or bolts. The Warrior can recover half the arrows or bolts fired, rounding down.

Example: The Elf fires 5 arrows in a battle, once all of the monsters have been defeated the Elf recovers 2 arrows :  $5 / 2 = 2.5$  (rounded down to 2)

Any recovered arrows or bolts are added back to the quiver

