

Supremacy: Homebrew Shop Items Part 1

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❖ *Surumlos' Currency*

*The concept of world currency had not been established until Year 12, the same year the kingdom of Ezelyfa was created. The Elvilians believed that their talents could be offered for monetary gain, which prompted the creation of the first **Platinum Coin**; however, the extremely rare coin only benefited the Elvilians and a small number of non-Elvilian individuals that were lucky enough to acquire such a treasure. Due to the inconvenience of having **Platinum Coins** as the only form of currency, the Humias and Dwarvinias took it upon themselves to create **Bronze**, **Silver**, and **Gold Coins** for most members of Surumlos to participate in worldly commerce in Year 15. The coin system has remained Surumlos' universal currency for many centuries and will continue to do so until the end of time; the only notable changes to the system are the additions of the **Electrum Coin** and the highly prized **Palladium Coin**.*

- **Bronze Coin:** *It is a humble coin that can be acquired by anybody. Despite its incredibly low value, a decent amount of these coins can provide you with life's necessities, excluding shelter. A wise and late Gobkiv once stated that he stole enough Bronze Coins to last him a lifetime, the best part was that nobody cared when their Bronze was stolen. "Save them up, my friend." **(Real-Life Equivalent: 10¢)***
- **Silver Coin:** *It is the most used coin in the world of Surumlos, and it is surprisingly easy to come by, even for some rather poor individuals. However, as the number of Silver Coins increases by two to three times a year, the price of everything begins to grow rather dramatically, which causes more people to*

become poor. “Help those people by regulating your shopping.” **(Real-Life Equivalent: \$10)**

- **Electrum Coin:** This coin is a mixture of silver and gold, meaning that it is half as valuable as a Gold Coin. Before it was officially a part of the currency system, the Electrum Coin was mistaken for a Gold Coin numerous times. Once people actually found out the material wasn't pure gold, many tricked individuals directed their outrage towards the Supreme Emperor Grandose Indra; some people who protested politely were compensated for, while the latter part of the spectrum was not. “Make sure you know the difference between gold and electrum.” **(Real-Life Equivalent: \$500)**
- **Gold Coin:** This is the most used coin in Nylinia and Ezelyfa, and a piece of treasure that most individuals strive for. Despite the existence of more valuable coins and objects, most people in the Surumlos society work endlessly to gain pieces of this coin every month to pay all necessary expenses. This is one of the few non-Elvilian inventions that most Elvilians come to actually respect and tolerate. “Work hard my friend.” **(Real-Life Equivalent: \$1,000)**
- **Platinum Coin:** This was the first form of currency in Surumlos, which was mainly used by the Elvilians and lucky non-Elvilian individuals. To the Elvilians, the Platinum Coin was a completely ingenious idea because it reflected their “powerful” and “magnificent” image, to the rest of the world, having an extremely rare coin as the only form of currency was not only unfair, but also utterly stupid. In today's society, the status of the Platinum Coin has barely changed, having one of these is an evident sign of wealth and power. “If you have some of these, consider yourself set for life.” **(Real-Life Equivalent: \$100,000)**
- **Palladium Coin:** The material for this coin was found accidentally by an expert adventurer Celayna Divenes. Her original intention was to travel the entire basement of Crystal Peak in order to find the elusive Jewel Herb, which is said to be able to cure an individual from any magical illnesses and curses, however, she was never able to find it but instead found a mine filled with Palladium. After her discovery, Celayna informed the Arceiyus' authorities about the existence of Palladium after being rescued from a shipwreck. The event eventually prompted the creation of the Palladium Coin, an item with varying degrees of value, all of which established the coin to be more valuable

than a Platinum Coin. “If you have some of these, consider you, your closest friends, and family set for life.” (**Real-Life Equivalent: \$500,000-\$1,000,000**)

* 1 GP is equal to 2 Silver Coins

❖ **Item Rarity System**

- **Common:** This type of item is rather easy to come by; most if not all stores sell this type of item, and it can be purchased with Bronze Coins. The world of Surumlos will have an extraordinarily difficult time running out of this item.
- **Uncommon:** This type of item is seen in plenty of stores, and it can be purchased with just Bronze or Silver coins. These types of items are known to be stronger and more efficient than Common items; some Uncommon items are made up of multiple Common items. It is rather unlikely for these items to run out.
- **Rare:** This type of item is known to be rather valuable, most of these costing multitudes of Silver Coins or a couple Gold Coins. Most small businesses will hold only one or two of these types of items; however, many Rare items can be found in large and/or well-known establishments like RC Magic House or Carzo’s Keep.
- **Epic:** This type of item has a reputation of being powerful, yet affordable for interested clients, however, most Epic items are not sold in stores; places like Carzo’s Keep wield numerous amounts of these items. The easiest way to get your hands on an Epic item is to travel and explore Surumlos’ mysteries.
- **Legendary:** This type of item is rather scarce and powerful, which are factors that drive individuals into wanting this type of item. No small, legal businesses will wield this item, and most large businesses will carry only one of these. Creating a Legendary item or finding one through a vigorous adventure are the easiest methods of obtaining such an item.
- **Mythical:** This type of item is the most valuable, and possibly the most powerful of its kind; almost no stores will have these, and it may take years to find a couple of them laying around in Surumlos. Some Mythical items are too dangerous for their own good, which prompted some individuals to lock them

up in a secure and secret area. There is no simpler way in obtaining a Mythical Item since making one is improbable.

- **Relic:** This type of item will almost never be sold in stores since it is most likely invaluable. Relic items are either the only item of its kind, an heirloom, a sentient object with its own history and origin, created by Supreme Beings or almighty mortals, and/or a mysterious object from space. This type of item has extremely varying degrees of value and potency.

**An item's rarity can change depending on its condition or certain circumstances.*

❖ List of Weapons

Name	Rarity & Average Price	Description	Effect
<i>Bubble Buster</i>	<i>Epic 10 Gold Coins</i>	<i>The Bubble Buster is a slow, yet extremely powerful blunderbuss that utilizes Water Magic for ammunition. The Bubble Buster fires small, concentrated rounds of water that explode upon impact; the power of the Bubble Buster's projectile is capable of leveling a tall building. "I thought this would be fun to bring to a party."</i>	Damage: 4D12 Water Damage + 2D10 Bludgeoning Damage + Highest Ability Modifier Range: 50/90 feet/20-foot radius <ul style="list-style-type: none"> • The Bubble Buster wields a +2 to Damage Rolls. • If the projectile impacts a shield, or some type of magical defense, then the explosion will deal double damage and pierce the defense. • Creatures hit by the Bubble Buster will get knocked back 3 spaces back, and must roll a DC 15 Dexterity Check or fall prone.
<i>High-frequency Blade</i>	<i>Mythical 100 Platinum Coins</i>	<i>The High-frequency Blade is a red blade with a sharp and blunt side that utilizes potent Sound Magic to produce high vibration frequencies and alternating currents, which heavily weakens molecular bonds; this allows the blade to virtually cut through anything and anyone without</i>	Damage: 2D100 Sound Damage + Highest Modifier Range: 10 Feet <ul style="list-style-type: none"> • The High-frequency Blade wields a +3 to Attack and Damage Rolls. • If you successfully attack a target with the blade, then the damage of your

		<p>much difficulty. It is rather unwise to clash with this weapon because it slices through anything it touches. Anyone wielding this blade will immediately be established as a huge threat. "There will be bloodshed."</p>	<p>next attack with the blade will increase by 1D100. This buff is stackable and indefinite.</p> <ul style="list-style-type: none"> • If you successfully attack a target two times, then they are unable to use their Reaction Phase and all their Saving Throws will be done at disadvantage. • You can use your reaction to slice through any projectile(s) by making any Saving Throw of your choice. • Activation Effect: You can choose to completely ignore your target's AC, but the damage of the blade will become 4D12+Highest Ability Score Modifier. This ability cannot be used against the same target again.
Staff of Reverse Meteor	Epic 15 Gold Coins	<p>The Staff of Reverse Meteor is capable of ripping apart the ground no matter the material; it uses strong Psychokinesis Magic to lift chunks of the terrain. Most earthly parts can be lifted up into the sky and reach the flying islands, which makes this staff a great tool for traveling. "It's a meteor shower, just upside down."</p>	<p>Damage: 2D10-10D10 Earth Damage Range: 30-Foot Radius/ 60 Feet</p> <ul style="list-style-type: none"> • You can rip apart a piece of terrain that is a 30-foot radius and launch it towards your designated target(s). Creatures in the middle of the attack will take the maximum amount of damage. The base is 4D10 Earth Damage. • You can rip apart a piece of terrain, cut it up into 10 sharp pieces, and launch them towards your designated targets(s). Each piece will deal 2D10 Earth Damage. • Activation Effect: You

			<p>can use the staff during your Movement Phase. If you do this, you will use a base flying Speed of 30 and you can use a Reaction to instantly block an attack once.</p>
<p><i>The Melodic Arms</i></p>	<p><i>Mythical 20 Platinum Coins</i></p>	<p><i>The Melodic Arms are capable of transforming into five different types of instruments: a violin, guitar, piano, drums, and saxophone; it can also be all those instruments at once. Each instrument is imbued with a distinct, potent Magic; if the user also has access to that specific magic, then the effects of the Melodic Arms will be much stronger. Newbie musicians will not have trouble using this as a weapon, however, an expert will not only bring out vibrant melodies, but will also be capable of imposing destructive symphonies. "Talk about an all purpose instrument."</i></p>	<p>Damage: Varies Range: 100 Feet</p> <ul style="list-style-type: none"> • Activation Effect: You can choose the form of the Melodic Arms: violin, guitar, piano, drums, saxophone, or all. • Violin: You can deliver a chained lightning strike that does 10D12 Lightning Damage to the first target; attacks done to the next target(s) will deal 2D12 less damage. • Guitar: You can launch a giant fireball that covers a 30-foot radius, which is accompanied by five smaller fireballs. The large fireball does a base of 5D12 Fire Damage, and each smaller fireball deals a base of 1D12 Fire Damage. The damage increases by 1D12 everytime you charge up the attack in your Preparation Phase. The maximum damage is 20D12 Fire Damage for the large fireball and 16D12 Fire Damage for the smaller fireballs. • Piano: You can create five ice domes with 45 Hitpoints and 17 AC that cover a 10-foot radius. Once a dome is destroyed, you can choose to detonate the dome, which will deal 4D12 Ice Damage and

			<p>force nearby creatures to make a Strength Saving Throw; a failed save results in the creature(s) being frozen for 1 rotation, a successful save results in nothing.</p> <ul style="list-style-type: none"> • Drums: You can play a loud series of melodies that can be heard within a 50-foot radius. Allies who hear this will gain +2 to AC and advantage to all Checks for 2 rotations; hostile creatures who hear this will receive a -2 to AC and disadvantage to all Checks for 2 rotations. • Saxophone: You send out a flurry of melodies that deal various status ailments. <ul style="list-style-type: none"> ◦ 1-3: The target will take 3D8 Fire Damage every rotation. ◦ 4-5: The target will be stunned for one rotation. ◦ 6-7: The target will be frozen for one rotation ◦ 8: All these effects will occur in a consecutive manner; the order is your choice. • All: You can choose to take up all five forms and execute all of their effects at once; once this is done, you can use this ability again after a full recharge.
<i>Sledgehammer of Force</i>	<i>Rare 1 Gold Coin</i>	<i>The Sledgehammer of Force was created to replicate the force at which Dovarks swing regular hammers. This</i>	<p>Damage: 2D6 Force Damage + Strength Modifier/Direct Strike 2D8 Bludgeoning Damage + Strength Modifier</p>

		<p>sledgehammer infuses Vigor and Gravity Magic to pack a much larger punch than the average hammer; it is capable of creating small craters in concrete and launching people back several feet. “It’s Hammer Time™.”</p>	<p>Range: 10 feet/5x3 radius</p> <ul style="list-style-type: none"> • The Sledgehammer of Force wields a +1 Damage Rolls. • Creatures in the radius of the Sledgehammer of Force will get knocked away a certain distance depending on how close they are to where the hammer landed; creatures one space away from the hammer will get knocked back 1D6 spaces, while creatures two spaces away will move 1D4 spaces back. • If a creature is directly struck by the Sledgehammer of Force, then they must make a DC 14 Strength Saving Throw, on a fail they will be knocked prone, and on a success nothing will happen. The creature must also make a DC 12 Strength Saving Throw or be stunned.
Chained Kunai	Uncommon 15 Silver Coins	<p>The Chained Kunai is made with refined steel capable of piercing through tough flesh, however, it is a difficult weapon to use. Training with a kunai or chain takes years to fully master, but combining the two weapons culminates into a completely different style. Most people who pick up a Chained Kunai give up practicing due to how “impractical” it is as a weapon; despite that, masters of the Chained Kunai are almost unrivaled against traditional weapon wielders like sword and lance masters. “Get over here!”</p>	<p>Damage: 1D8 Slashing Damage + Strength Modifier/ 2D6 Piercing or Slashing Damage + Dexterity Modifier</p> <p>Range: 30 Feet</p> <ul style="list-style-type: none"> • If your Dexterity Ability Score is below 18, then your Strength will be utilized and your base damage is 1D8 Slashing Damage. • If your Dexterity Ability Score is 18 or above, then your Dexterity will be utilized, and your base damage is 2D6 Piercing or Slashing Damage + Dexterity Modifier.
Steel Butterfly	Common	The Steel Butterfly was a	Damage: 2D4 Piercing

	<i>1 Silver Coin</i>	<i>knife created for mercenaries to perform quick and deadly kills, the Steel Butterfly has now become a regular item on shelves due to its decrease in importance for those it was designed for. There are typically different types of patterns on the handles of each Steel Butterfly, making it a popular collector's item. The knife's main component is its ease to fold inside of itself, making it less conspicuous. "Watch out for your fingers."</i>	<i>Damage + Dexterity Modifier</i> Range: 5 feet <ul style="list-style-type: none"> If a stab is made behind a creature, then the damage of the Steel Butterfly will be an automatic critical.
<i>Rush Gauntlets</i>	<i>Rare 2 Gold Coins</i>	<i>The Rush Gauntlets are useful for only the fastest of fighters, its power increases the faster the user moves and the more the user attacks. The original Rush Gauntlets were created by a powerful enchantment user, and people have tried to recreate the power of the Rush Gauntlets, but the iterations of it were never able to match up to the original's power; blacksmith have kept trying to create a better version of the Rush Gauntlets, resulting in what is sold in shops today. "Put some pep in your step."</i>	Damage: 1D8 Bludgeoning <i>Damage + Dexterity Modifier</i> Range: 5 feet <ul style="list-style-type: none"> The Rush Gauntlets wield a +1 to Attack and Damage Rolls. Your next attack will gain an additional 1D6 damage for every 5 feet of movement. Your damage will increase by 1D8 for every melee attack made in a row.
<i>Wurtzite BN Rapier</i>	<i>Legendary 7 Platinum Coins</i>	<i>The Wurtzite BN Rapier is made with a magicalized form of Wurtzite Boron Nitride, making it almost impervious to any damages, and is capable of piercing through tough skin and alloys. Despite the material of the rapier, it is surprisingly light, which allows the user to freely move across the battlefield while delivering concise, and deadly strikes. Not many</i>	Damage: 3D8 Piercing <i>Damage + Dexterity Modifier</i> Range: 5 Feet <ul style="list-style-type: none"> The Wurtzite BN Rapier wields a +3 to Attack and Damage Rolls. You dash straight forward and move spaces equal to your maximum movement speed. You will deal base damage to every creature in range, but the creature at the end of the dash will take

		things can withstand the power of this rapier. “Relish the rapier’s speed and efficiency.”	<p>an extra 3D8 Piercing Damage + Dexterity Modifier. This skill can be used once per turn.</p> <ul style="list-style-type: none"> You can use a reaction to instantly nullify any fire-based or lightning-based projectiles.
Lonsdaleite Sword	Legendary 7 Platinum Coins	The Lonsdaleite Sword is made with a magicalized form of Lonsdaleite, making it almost impervious to any damages, and is capable of breaking down hardened warriors and barriers. The weapon is slightly heavier than the average sword, but if the user manages to get accustomed to the sword’s weight, then every single strike will not fail to topple any defenses. Not many can move freely after getting hit by this blade. “Savor the power and efficiency of the blade.”	<p>Damage: 3D8 Slashing Damage + Strength Modifier Range: 5 Feet</p> <ul style="list-style-type: none"> The Lonsdaleite Sword wields a +3 to Attack and Damage Rolls. You can move around a 15-foot radius and slash through every designated creature. The damage increases by 1D8 + Strength Modifier for each creature within the radius. You can use a reaction to instantly nullify any fire-based or lightning-based projectiles.

Umbrella Blade	Uncommon 20 Silver Coins	The Umbrella Blade is an elegant weapon perfected by the female samurais of the second century; this weapon allowed more women to participate in more battles, which also presented a brief period of female warriors dominating the battlefield. The most dangerous aspect of the Umbrella Blade is not its sharpness but its elusive, and unpredictable nature. Most individuals would not suspect a blade under a frail, and gentle umbrella, however, before the aggressor could even realize, most of them are cut down by the	<p>Damage: 2D6 Piercing Damage + Dexterity or Charisma Modifier Range: 5 Feet</p> <ul style="list-style-type: none"> If you reveal the blade under the umbrella during your Preparation Phase and make an attack during the Main Phase on the same turn, then your attack roll will be at double advantage and your attack will be critical. You are immune to Fall Damage from up to 100 feet.
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		underhanded blade. “It’ll be raining soon.”	
<i>Noble Blade</i>	<i>Rare 2 Gold Coins</i>	<i>The Noble Blade utilizes a golden, royal cane with a crystal orb or small statue on the top as a sword holder. The noble cane aspect itself has been established as a key component of royal identity. People do not typically expect to see a sword under the royal cane because noblemen are not known to physically fight; despite that, nobles who wield this blade are usually expert fighters capable of thrashing novice adventurers and small beasts, however, flaunting the extravagant weapon is just as effective as flaunting gold. “Sharper than a businessman’s tongue.”</i>	<p>Damage: 1D6 Bludgeoning + Strength Modifier/ 2D6 Piercing Damage + Charisma Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> • The Noble Blade wields a +1 to Attack and Damage Rolls. • You gain a +2 to Charisma and gain advantage in all Charisma Checks. • You gain a 1% discount off all items and gain a 15% bonus for selling items.
<i>Steel Nunchucks</i>	<i>Common 80 Bronze Coins</i>	<i>Mostly utilized by those training in martial arts to improve posture and hand movements, Steel Nunchucks were invented because warriors liked the bluntness of quarter staffs, but thought that it lacked a sense of quickness and flexibility. “Fast as lightning.”</i>	<p>Damage: 1D8 Bludgeoning Damage + Dexterity Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> • If an attack is aimed at a creature’s head, they must roll a DC 6 Constitution Check or be stunned.
<i>Frigid Claymore Replica</i>	<i>Common 50 Bronze Coins</i>	<i>The Frigid Claymore Replica looks exactly like Champion Proxi’s Frigid Claymore. It is exceptionally popular with the children and is one of the hottest selling toys in Surumlos. Despite it being a toy, the replica can potentially hurt somebody if it’s misplayed with; Proxi needed to make an announcement informing all children not to hurt each other with the toy. “Even you can be a Champion.”</i>	<p>Damage: 1D4 Bludgeoning Damage + Strength Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> • When you successfully attack a creature, you can make a DC 25 Constitution SavingThrow; if you fail, then nothing happens, but if you succeed, then you deal an additional 1D4 Azure Flame Damage.

<i>Quake Hammer</i>	<i>Rare 1 Gold Coin</i>	<i>The Quake Hammer is a powerful weapon that also wields great utility. The weapon will deal tremendous amounts of pain when simply swinging it at a creature, while also benefiting from the user's Vigor Magic, however, it can also be used to manipulate a creature's battle position. A young Perci Crest used this weapon effectively against a large Harpy behemoth in his first gladiator match; he won by rendering his opponent's flight useless, and simply pushing him away with the hammer until the creature fell off a small cliff and was knocked out. "With each swing, a quake."</i>	<p>Damage: 2D4 Bludgeoning Damage + Strength Modifier</p> <p>Range: 5 Feet, 2x2 Radius</p> <ul style="list-style-type: none"> • The Quake Hammer wields a +1 to Damage Rolls. • Activation Effect: You can use up to 3 Vigor Charges every Preparation Phase and increase your next attack by 1D6 Vigor Damage for each charge. Using a Magic Charge(s) will also grant advantage to your next attack roll with the weapon. • When you slam the Quake Hammer on the ground, you make 4 spaces within a 10-foot radius difficult terrain and push creatures within the radius away by 1D6 spaces. If you strike a space that is classified as difficult terrain, that space turns into a large hole and becomes unavailable to occupy. • Creatures who are standing on an unavailable space will take 1D12 Falling Damage. The damage increases by 1D12 for every 10 feet.
<i>Refined Katar</i>	<i>Common 90 Bronze Coins</i>	<i>The Refind Katar, as opposed to regular katars used for religious sacrifices, is a battle weapon primarily used by the Drowlin people. These short ranged punch knives are recognized for their unique shape and strong similarity to simply fighting with fists, these factors play into the Refined Katar being used for its quickness and</i>	<p>Damage: 1D6 Piercing Damage + Dexterity Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> • After landing an attack, you may roll a DC 16 Dexterity (Sleight of Hand) Check, on a success, creatures take 1D4 Bleeding Damage for 1D4 rotations.

		efficiency. "I never thought my claws were sharp enough."	
Grappling Sword	Rare 2 Gold Coins	The Grappling Sword is a fairly technical weapon to use because of its differing style from a normal sword; it can still be used like a normal sword, but the weapon's mobility function makes it much more effective. The blade has a built in grappling hook on the side of the hilt that ejects at top speeds when the bottom part of the handle is twisted; the speed at which you would travel is said to rival Stage 2 Speed Magic users, however, most beginners will have difficulty maneuvering the direction of their movement. "It's all in the arms and legs."	Damage: 2D6 Slashing or Piercing Damage + Dexterity Modifier Range: 5/100 Feet <ul style="list-style-type: none"> The Grappling Sword wields a +1 to Attack and Damage Rolls. Activation Effect: You can activate the grappling hook function of the Grappling Sword and aim at a target. If you attempt to attack a creature while using the grappling hook function, your damage increases by 1D6 Slashing or Piercing Damage for every space you moved before attacking the creature. You cannot attack the creature if you use this function during your Movement Phase. You can use the grappling hook function during your Reaction Phase to completely dodge a Singular, Multi-Targeting, and AOE type attack by making a Dexterity Saving Throw with advantage. This skill can only be used if you did not use the grappling hook function 3 times in battle.
Scatter Bow	Rare 1 Gold Coins	The Scatter Bow is used by exceptionally skilled marksmen; most beginners who pick up this bow will risk danger to themselves. The Scatter Bow allows the user to shoot three arrows at once due to having three, precise and unique arrow rests. Each	Damage: 2D4 Piercing Damage + Dexterity Modifier Range: 120 Feet <ul style="list-style-type: none"> The Scatter Bow wields a +1 to Attack and Damage Rolls. Top Rest: You will have a double advantage when

		<p>arrow rest has a different function: the top rest is meant to strike airborne targets, the middle is just a powerful, linear shot, and the bottom rest allows the user to angle the trajectory of the arrow. If you are unable to place three three arrows in each rest within three seconds, then you can consider yourself a goner. "Three for the price of one."</p>	<p>hitting an airborne creature.</p> <ul style="list-style-type: none"> • Middle Rest: Your next arrow shot will deal double damage, but you can only shoot in a straight line (no diagonal lines). • Bottom Rest: You can hit a creature behind any cover. • Activation Effect: You can make a DC 18 Dexterity (Sleight of Hand) Check; if you fail, an attack roll made against you will be at advantage. If you succeed, you can make an attack roll with advantage against any creature within range and deal triple damage.
Burst Crossbow	Rare 2 Gold Coins	<p>The Burst Crossbow has slightly less range and accuracy than a regular crossbow, however, it deals three times the punishment. The weapon can function similar to a normal crossbow, but its utility is quite similar to a punch blade like a katar, both painful weapons deliver the most harm in close proximity; the main difference is the katar will leave a large puncture hole in an individual's chest, while the Burst Crossbow will most likely obliterate a creature's torso. The only thing the user needs to be careful of is the powerful recoil of the weapon. "And there goes his torso."</p>	<p>Damage: 1D4 Piercing Damage + Dexterity Modifier/ 6D4 Piercing Damage + Dexterity or Strength Modifier Range: 50/100 Feet</p> <ul style="list-style-type: none"> • The Burst Crossbow wields a +1 to Attack and Damage Rolls. • For every space away from your designated target, your damage will be reduced by 1D4 until your base is 1D4 Piercing Damage. If you are 5 feet away from a creature, your base will be 6D6 Piercing Damage + Dexterity or Strength Modifier. • If the Burst Crossbow will bring a creature to 0 Hitpoints, that Creature must make a DC 18 Constitution Saving Throw with advantage; if they succeed, nothing

			<p><i>happens, if they fail, then their torso is torn off their body and is instantly killed.</i></p>
<p><i>Bladed Hook-Bow</i></p>	<p><i>Uncommon 45 Silver Coins</i></p>	<p><i>The Bladed Hook-Bow is a popular weapon among marksmen Dovarks due to its versatility; it was also a decisive weapon against the Elvilians in Year 43. The Bladed Hook-Bow functions like a regular bow, but its main specialty is its retractable hook sword; the hook can easily be drawn out when you twist the bow grip.</i></p> <p><i>The hook component is essentially the main selling point for the Dovarks because it can be used to hack down foes, climb tall heights, and play dangerous party games with it. The Bladed Hook-Bow has slowly become more popular with other races, however, this weapon will always be remembered as a Dovark symbol. "Shoot and hack them down."</i></p>	<p>Damage: 2D6 Slashing Damage + Strength Modifier (Hook)/ 1D6 Piercing Damage + Strength/Dexterity Modifier (Bow)</p> <p>Range: 5 Feet (Hook)/ 100 Feet (Bow)</p> <ul style="list-style-type: none"> • When you successfully attack a creature, that creature must make a Dexterity Saving Throw against your DC, if the creature succeeds, nothing happens; however, if the creature fails, that creature is grappled. <ul style="list-style-type: none"> ◦ If the creature is grappled, your next attack with the Hook is doubled.

<i>Reign Bow</i>	<i>Epic 10 Gold Coins</i>	<p>The Reign Bow is a longbow powered by Illusion Magic that produces a plethora of arrows. The Reign Bow was created by an army running low on ammunition; they had figured out how to produce multitudes of arrows, with their magic. One shot into the air had eliminated countless enemy platoons, making this weapon perfect for warfare. This bow may also be used for hunting and efficient kills because some people found a way to put all the power of the arrows into a single shot. “Rain on their parade.”</p>	<p>Damage: 1D8 Piercing Damage + Dexterity Modifier/1D6 Illusion Damage + Highest Ability Modifier</p> <p>Range: 80/320 feet/4x3 from the sky/1x6 shot forward</p> <ul style="list-style-type: none"> • The Reign Bow wields a +2 to Damage Rolls. • When the Attack action is used with the Reign Bow, the arrow will multiply by twelve. • While firing in an area with 5 or more creatures, you may choose to ignore the AC of each creature, but each arrow does 1D4 less damage. • Activation Effect: Instead of a volley of arrows, you may choose to only shoot one arrow that has equivalent damage to all arrows combined. Creatures hit by this arrow must roll a DC 15 Constitution Saving Throw or take 1D6 Bleeding Damage for 1D4 rotations.
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<i>Halberd of Tyrannical Embers</i>	<i>Epic 16 Gold Coins</i>	<p>The Halberd of Tyrannical Embers was inspired by a powerful Inferna artifact called “The Nether Basilisk,” a weapon wielded by the Supreme Being of Immorality’s avatar. Despite not being close to the level of the original, the halberd still wields potency through its hexing ability. When a creature makes contact with the sharp blades of the halberd, their entire body will immediately be engulfed in artificial, scarlet flames that slowly drain the individual’s vitality; the</p>	<p>Damage: 3D6 Scarlet Flame Damage + Strength Modifier</p> <p>Range: 10 Feet</p> <ul style="list-style-type: none"> • The Halberd of Tyrannical Embers wields a +2 to Attack and Damage Rolls. • When you successfully attack a creature with this weapon, then you bestow lingering 1D6 Scarlet Flame damage. The creature can make a DC 16 Constitution Saving Throw; if they succeed, the Scarlet Burn ailment is dismissed, if they fail, the DC will increase by +1
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		<p><i>initial effects are harmful but not completely dangerous, however, leaving the flames unattended will result in a scorching, and horrendous outcome. “Did anyone teach you to not play with fire?”</i></p>	<p>and will deal additional lingering 1D6 Scarlet Flame Damage.</p> <ul style="list-style-type: none"> • If the creature fails the Constitution Saving Throw a sixth time, the creature will receive an additional lingering 1D100 Scarlet Flame Damage. • You regain Hitpoints equal to half the damage that the Scarlet Burn ailment inflicts. • Activation Effect: You can use up to 2 Magic Charges from any fire-based Magics to do the following effects: <ul style="list-style-type: none"> ◦ Increase the Constitution Saving Throw DC by 2. ◦ Increase the Damage output by 1D6 Scarlet Flame Damage. ◦ Increase the weapon’s life stealing ability by 1D4.
Spear of Minor Diseases	Rare 2 Gold Coins	<p><i>The Spear of Minor Diseases was created by a toxin creator that was able to extract plagues from people and put them into fluids. Those that bought this toxinmaker’s wares found the poisons too difficult to use in battle, so his customers had started to dwindle. To create an efficient way of applying these toxins, the man created weapons that were able to absorb and spread his poison. The man had created multitudes of toxins that had various purposes. “Pick your poison.”</i></p>	<p>Damage: 1D8 Piercing + Strength Modifier Range: 5 feet</p> <ul style="list-style-type: none"> • The Spear of Minor Diseases wields a +1 to Attack and Damage Rolls. • Activation Effect: The Spear of Minor Diseases is able to alternate the types of poison at its tips, these types include: green, red, and purple poison. <ul style="list-style-type: none"> ◦ Creatures struck with green poison must roll a DC 16 Constitution Saving Throw, on a fail, their

			<p>movement speed is reduced by 5 and AC reduced by 1 for 1D4 rotations. After the 1D4 rotations, the effect remains on the creature(s), but they may make a DC 14 Constitution Saving Throw to recover.</p> <ul style="list-style-type: none"> ○ Creatures struck with red poison must roll a DC 16 Constitution Saving Throw, on a fail they become more susceptible to damage; creatures take 1D10 more damage when successfully attacked, and a 15 is needed to land a critical. The effect of the red poison lasts 1D6 Rotations. ○ Creatures struck by purple poison must make a DC 16 Constitution Saving Throw, on a fail the creature loses 1 Magic Charge from a Magic of their choice, and attack rolls are reduced by 1D4.
Thunder Harp	Epic 8 Gold Coins	The Thunder Harp was created by an individual wanting to save her friends from a group of singing Sirens. After barely escaping with her life, the individual	<p>Damage: 1D12 Lightning Damage + Charisma Modifier Range: 40-Foot Radius around you</p> <ul style="list-style-type: none"> ● The Thunder Harp wields a +2 to Damage Rolls.

		<p><i>began to think of a plan to rescue her friends; she thought that if she could blend in with the singing Sirens, that would give her a chance. Her idea culminated into the creation of the Thunder Harp; the individual tricked the Sirens by playing music alongside them. When the time was right, she unleashed the charged up Lightning Magic and instantly disintegrated all the sirens; her friends were saved that day. "Beware the Thunder."</i></p>	<ul style="list-style-type: none"> • You can softly play the cords of the Thunder Harp during your Preparation and/or Extra Phase; the damage of your next attack with the Harp will deal an additional 1D12 for each time you play it. • When your damage increases by 4D12, you can increase the radius by 5 feet. • Allies hit by this Harp will take half damage. • You must roll a DC 18 Constitution roll with advantage; if you fail, you will take half damage from your attack, if you succeed, you will not take damage.
<i>Staff of Growth</i>	<i>Rare 4 Gold Coins</i>	<p><i>The Staff of Growth utilizes powerful Nature and Earth Magic to increase the speed at which natural objects grow, it may also manipulate the size and properties of those objects. The Staff of Growth is utilized by farmers and technical fighters who use the surroundings to their advantage. The Staff of Growth is capable of growing things in an area five times as fast as usual, or one object can be chosen to grow instantly. The creators of this staff did not want the farming economy to inflate, thus they made it so that you must recharge this staff with one's magic, or wait a while for it to recharge on its own. "Let it grow."</i></p>	<ul style="list-style-type: none"> • You may choose a 4x4 space, any natural object capable of growing in that area will fully grow within 2 rotations. • You may choose one object capable of growing, and it becomes fully grown in the turn this action is used. • You may alter the size of a natural object to make it twice as large or twice as small. • You may turn certain objects poisonous, have thorns, or burn creatures when touched. • After 3 effects of the Staff of Growth are used, you must recharge the staff by using one Magic Charge from any Magic Archetype of your choice, or wait 3 rotations for it to fully charge.

<p><i>The Machina Blade</i></p> <p><i>*100th item made</i></p>	<p><i>Legendary</i> <i>5 Platinum Coins</i></p>	<p><i>The Machina Blade was created by a traveling merchant from Saelam, but it was publicized by a maiden who underwent a terrifying escape. The maiden was the daughter of a prominent cult in the large Town of Saelam; she did not want to be a cultist or potential sacrifice, so she escaped the town and attempted to escape the terror that is Saelam. The monstrous arachnid beasts and the ever changing, and brutal climate proved too much for the maiden to handle; however, before she could perish, a traveling merchant rescued the girl. The merchant felt sympathy for the maiden that just wanted a better life, so he helped her by gifting her the Machina blade, a weapon that has both Divine Magic on one side and Chaos Magic on the other. The maiden was able to escape Saelam by slaying her obstacles. "Go and create a legacy."</i></p>	<p>Damage: 3D6 Divine/Chaos Damage + Highest Ability Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> • <i>The Machina Blade wields a +3 to Attack and Damage Rolls.</i> • <i>If you successfully attack a creature with the Chaos Magic part of the weapon, that creature must make a Constitution Saving Throw with disadvantage; if the creature fails, then they will be Frightened for an amount of rotations equal to your Highest Ability Modifier.</i> • <i>If you successfully attack a creature with the Divine Magic part of the weapon, that creature must make a Constitution Saving Throw with disadvantage; if the creature fails, then they will be Charmed for an amount of rotations equal to your Highest Ability Modifier.</i> • <i>When you inflict a status ailment with the Machina Blade, you regain 2D8 Hitpoints every rotation until the status ailment ends.</i>
<p><i>The Low-Frequency Blade</i></p>	<p><i>Common</i> <i>99 Bronze Coins</i></p>	<p><i>The Low-Frequency Blade was created by a child's father when the child had nagged his father over and over to get the High-Frequency Blade for him, after seeing the blade cut metal like butter. The father had commissioned a blacksmith to create a blade that looked exactly like the</i></p>	<p>Damage: 1D8 Slashing Damage</p> <p>Range: 5 feet</p> <ul style="list-style-type: none"> • <i>You may occasionally roll a Charisma (Intimidation) Check with advantage on creatures.</i>

		<p><i>High-Frequency Blade, but without its ability to cut through anything. The child was ecstatic about the sword, and the blacksmith had thought that it would be a good addition to his wares. The Low-Frequency Blade is capable of piercing the skin of a man, and possibly hurting people under heavy armor, the power of this blade is extremely comparable to normal iron swords, and only purchased by adventurers with no extra money. "There might be blood."</i></p>	
<p><i>Sunmune</i></p>	<p><i>Legendary 10 Platinum Coins</i></p>	<p><i>The Sunmune blade was one of the first weapons created by Flamaro Keep; unlike most of the Flamaro Keep's creations, the Sunmune is one of the only creations imbued with Sun Magic. The weapon was extremely effective when it came to slaying the Harpies, however, after the onslaught the blade executed, Helven Hands created the Moonguard, which was an efficient shield that protected the Harpies from the Sunmune. Despite that slight mishap, many skilled Akalundens with the Sunmune are still capable of cutting down most Harpies. "Feel the sun's power."</i></p>	<p>Damage: 3D8 Sun Damage + Dexterity or Strength Modifier Range: 5 Feet</p> <ul style="list-style-type: none"> • <i>The Sunmune wields a +3 to Attack and Damage Rolls.</i> • <i>When you successfully hit a creature, that creature will be blinded for 1 turn.</i> • <i>When you successfully hit a blinded creature, the impact will create a 5x4 explosion that will deal 3D12 Sun Damage to any creature within range. The creature that was attacked takes double damage and additional 4D10 Sun Damage.</i> • <i>When you use your Strength Modifier with this weapon, the AC of your target will temporarily be reduced by your Strength Modifier. When you use your Dexterity Modifier with this weapon, you can attack with this weapon again on your Main Phase, and once on your</i>

			Extra Phase. Once one of the effects is chosen, you cannot activate this effect until your next turn.
<i>Bane of the Silver Tooth</i>	<i>Epic 5 Gold Coins</i>	<i>The Bane of the Silver Tooth is a blade made out of a unique tooth from a full-grown dragon. Typically, dragons wield white orange teeth, however, there is a rare instance of a silver-colored tooth; this unique variant is much stronger than the regular variety, more specifically, it is almost immune to Dragon Magic. Due to its rarity, a Dragon's Silver Tooth is highly sought after by many hardened warriors. Many fail and perish under the dangers of facing a dragon, however, those powerful enough to knock the tooth out usually use it to forge a weapon. The Bane of the Silver Tooth itself is not as lethal as other swords like the Lonsdaleite or Wurtzite BN Blade, however, it is one of the most defensive swords out there, especially against Mythical Creatures. "Knock some teeth with a knocked tooth."</i>	<p>Damage: 2D12 Piercing/Slashing Damage + Strength Modifier Range: 5 Feet</p> <ul style="list-style-type: none"> • The Bane of the Silver Tooth wields a +2 to Attack and Damage Rolls. • When you use the Defend Action during your Extra Phase or the Block Action during your Reaction Phase, any damage you take is cut by 4D12 + Strength Modifier, however; any projectile damage from a Mythical Creature will be reduced by 75%, and any projectile damage from a Dragon will be nullified. • You deal double damage against Mythical Creatures.
<i>Star Pike</i>	<i>Epic 18 Gold Coins</i>	<i>The Star Pike was inspired by the Pike of the Heavenly Cosmos, which is the famed weapon wielded by Lumienza Gralbu, Gianzu Gralbu's daughter. Similar to the legendary weapon, the Star Pike has five shafts pointed in different directions, when seen as a whole, the pike takes a star-like shape; the weapon itself is properly wielded by holding the middle of the weapon, more</i>	<p>Damage: 2D8 Piercing/Slashing Damage + Dexterity Saving Throw Range: 5/50 Feet</p> <ul style="list-style-type: none"> • The Star Pike wields a +2 to Attack and Damage Rolls. • You must have at least an 18 in Dexterity to use this weapon properly. • When you throw the Star Pike, it goes in a straight direction and covers 2x2 spaces. Any creature(s)

		<p>specifically, where all five of the shafts begin. Almost nobody knows how to effectively use the Star Pike due to its unconventional shape and high danger of risking oneself; individuals with minimal experience with the Star Pike either use it to block incoming attacks, or throw it like a kunai. When Lumienza Gralbu fights using her Pike of the Heavenly Cosmos, her movements and stances are always quick, precise, and elegant; many individuals claim that due to her mastery over such a complicated weapon, she is more skilled and ultimately stronger than her father, however, nothing can prove that claim as of now. "I will find him before my demise."</p>	<p>caught at the end of the range will take double damage.</p> <ul style="list-style-type: none"> When you use the Block or Defend Action and a physical attack is made against you, you can make a DC 18 Dexterity Saving Throw. On a fail, nothing happens, on a success, you are able to deliver a counterattack with this weapon. <ul style="list-style-type: none"> If your attack roll is 18 or above, your attack automatically hits, however, if the creature's AC is less than 18, then your next attack against that creature will be a guaranteed hit. Activation Effect: You can imbue the Star Pike with one Magic Charge from any variant of Cosmic Magic; if you do this, the damage of the Star Pike increases by 1D8. You can expend at most 3 Magic Charges per turn.
<p>Gravedigger Axe</p> <p><i>*200th item made</i></p>	<p>Legendary 10 Platinum Coins</p>	<p>The Gravedigger Axe is an extremely powerful weapon with potent Magical properties. Its handle bears symbols of the Supreme Being Yamas, and its two blades protrude out from black hands. The two blades of the Gravedigger Axe have been described as quite blunt and spade-like by some people, but its founder insists that the weapon is a type of axe. The one who found the Gravedigger Axe had given it</p>	<p>Damage: 2D12 Bludgeoning Damage + Highest Ability Modifier</p> <p>Range: 5 Feet</p> <ul style="list-style-type: none"> The Gravedigger Axe wields a +3 to Attack and Damage Rolls. When you hit a creature with the Gravedigger Axe, the creature must roll a DC 16 Strength Saving Throw, on a fail they become prone, and when they get up they become stunned, on a success they

		<p>its name because of its efficiency in keeping people in the ground, and its controversial Magical abilities. The Gravedigger Axe is not an item sold in typical shops, it has to be found in more underground places because the Gravedigger Axe has been infused with powerful Necromancy and Chaos Magic. The creator of the Gravedigger Axe said that he had gotten the idea of the axe when he found a notebook in an abandoned house in one of his adventures; the notebook had a sketch of a powerful looking axe, or hammer, and the one who found the notebook has been trying ever-since to create a weapon similar to the one he saw, and it is said that not even the current Gravedigger Axe is satisfactory for that man. "Put your enemies six feet under."</p>	<p>fall prone.</p> <ul style="list-style-type: none"> • After you make 2 Attacks with the Gravedigger Axe, you may raise a Skeleton from the ground, you may control the Skeleton or let it be controlled by the DM. If you make 2 Attacks, and you already have a Skeleton, you may roll a DC 13 Check with your highest Saving Throw, on a success another Skeleton is raised, on a fail nothing happens. • Activation Effect: You have 3 charges per battle, and you may activate 1 of the following effects: <ul style="list-style-type: none"> ○ For 1 charge, you may send out 2 Chaos beams from the Gravedigger Axe, they may target 2 different creatures, or both beams may target 1 creature; each Chaos beam does 2D10 Chaos Damage. ○ For 1 charge, you may strengthen 1 of your skeletons, making all of its Ability Scores, and Damage Rolls doubled. ○ For 2 charges, when you hit a creature, they fall into a 6 foot hole that they must use their Main Phase to climb out of, they must roll a Dexterity (Acrobatics) Check opposing your total Level x 2. For
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			<p>every rotation that they are unable to climb out, they take 1D8 Necrotic Damage.</p> <ul style="list-style-type: none"> ○ For 3 charges, you may choose to raise a dead Curse instead of a normal Skeleton, the Curse will always have the average power of its Curse, the type of Curse is determined by a D8 roll.
<i>Dimensional Kunai</i>	<i>Legendary 1 Platinum</i>	<p>The Dimensional Kunai is unlike any other thrown weapon, and unlike any normal weapon. The Dimensional Kunai has been infused with Cosmic Magic, which makes it one of the most desirable weapons among collectors, scholars, and adventurers alike. The Dimensional Kunai utilizes its Cosmic Magic to create portals, which act as gateways between you and where the Dimensional Kunai goes, so that you never have to pick it up. The Dimensional Kunai's origins are still unknown, but some people have speculated that it came from a common farmer who had drank from the Cosmic Fountain of Surumpolis. "The tool of the cosmos."</p>	<p>Damage: 2D4 Piercing Damage + 3D6 Cosmic Damage + Highest Ability Modifier Range: 120 Feet</p> <ul style="list-style-type: none"> ● The Dimensional Kunai wields a +3 to Attack and Damage Rolls. ● When the Dimensional Kunai lands on a space, a portal forms on that space and your current space, and the Dimensional Kunai comes back to you. The portals last until the end of your next turn, and are only usable by you and your allies.

<i>Hellish Hand</i>	<i>Epic 9 Gold Coins</i>	<p>The Hellish Hand is a brown tattered glove made of an unknown material, sharp claws come out of the fingers of the gloves, and orange light emanates from the</p>	<ul style="list-style-type: none"> ● The Hellish Hand wields a +2 to Damage Rolls. ● You may shoot a 1x6 line of Inferna Magma, creatures in that space must roll a DC 16
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		<p>center of the glove. The first two Hellish Hands emerged from the Hell Gate of Immolate Pillar a few days after the small Hobke rebellion that made the Hell Razer Set. The Hellish Hand, when worn, grants its user the ability to materialize Inferna Magma, and slightly control a person's blood with the power of an Infernaling. Only special blacksmiths are able to replicate the Hellish Hand, and this glove is not sold in any typical shops due to the Magic imbued in it.</p> <p>"Lay your hands on the podium."</p>	<p>Dexterity Saving Throw, on a success they take 1D10 Inferna Magma Damage and move 1 space to their right or left, on a fail they take 3D12 Inferna Magma Damage, and they remain in their space until they succeed a DC 17 Dexterity Saving Throw, which they may roll at the end of each of their turns. For every rotation spent in the magma, they take 1D10 Inferna Magma Damage, and their AC is reduced by 2.</p> <ul style="list-style-type: none"> You may target a creature, that creature must roll a DC 13 Constitution Saving Throw, on a fail you may control them for 1 turn, on a success they take 1D10 Inferna Blood Damage. Attacks made against benevolent creatures are made at advantage. You may use your Preparation or Extra Phase to target a creature with tracking Inferna Magma. After 1 rotation, Inferna Magma shoots out of the current space of the targeted creature, they must roll a DC 18 Dexterity Saving Throw or take 4D10 Inferna Magma Damage and get launched 30 feet in the air, on a success they move 1 space in any direction.
The Thorned Amaryllis	<p>Legendary 7 Platinum Coins</p>	<p>The Thorned Amaryllis is a weapon wielded by a ninja maiden that singlehandedly quelled the malevolence of the</p>	<p>Damage: 2D10 Slashing/Piercing/Bludgeoning Damage + Strength/ Dexterity Modifier</p>

		<p>Doltera Clan. The story goes that the maiden was originally an experienced female warrior that defeated a member of the Doltera Assassins; instead of disposing of the assassin, the warrior felt pity since she sensed a great mental disturbance from the individual. So she took it upon herself to help the young assassin with his issues, which led her to the clan house of the Doltera family. To help the young assassin with his family issues, the warrior needed to dismantle the clan's prized possession, their pride; so she offered them a shocking challenge. She claimed that she could join their clan, climb the ranks, defeat all the members, and become the leader within two years; the Doltera Clan did not deny her offer since their pride was on the line, however, they added that if she could not perform the task, then she would become the clan's personal property. Both sides agreed to the deal. During her successful career as a ninja, the warrior wielded a new weapon called the Thorned Amaryllis, which was a combination of a flower-shaped shield that acted like a large shuriken, and a retractable blade as swift as a dagger. The story of the Ninja Maiden is so popular today that replicas of her weapon are being made for the public. "I'm the Doltera Clan leader now."</p>	<p>Range: 5/90 Feet</p> <ul style="list-style-type: none"> • The Thorned Amaryllis wields a +3 to Attack and Damage Rolls. • You must have 16 in Dexterity or Strength. • Activation Effect: You can switch to the blade or the shield. <ul style="list-style-type: none"> • When the sword component of the Thorned Amaryllis is used, you gain the following benefits: <ul style="list-style-type: none"> ○ When you retract the blade for the first time in battle, you can make an attack on any creature within a 5-foot radius from you. The attack will automatically hit the creature. ○ Activation Effect: You can use a Cosmic Magic Charge on the weapon; the next attack you land will deal additional Cosmic Damage equal to the initial Damage. • When the shield component of the Thorned Amaryllis is used, you gain the following benefits: <ul style="list-style-type: none"> ○ Your AC increases by 1D8 for 1D4 rotations. ○ When the shield is thrown, it covers 2x2 spaces. The last creature hit by the shield must make a Wisdom Saving Throw; on
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			<p>a success, nothing happens, on a fail, the creature loses 1 Magic Charge and the Shield returns to you through a Cosmic Portal.</p>
Chain Blade of Omen	Epic 20 Gold Coins	<p>The Chain Blade of Omen was inspired by the Iracaedes, a chain blade that has multiple, bladed segments and was corrupted by its user, Aevel Mortama, self-proclaimed “greatest rival” of Lumienza Gralbu. Just like the female warrior, Aevel was also regarded as a remarkable warrior, however, he would soon walk a darker path because of his jealousy towards Lumienza. Aevel himself was capable of many mighty deeds, one of his greatest moments was when he fought an army of 1000 demons that emerged from a malfunctioning Hell Gate and annihilated them all with his trusty Iracaedes, however, despite being appreciated more by the public, Aevel still believed that Lumienza was superior to him. Soon, he began his journey to travel all three realms before Lumienza, and he eventually did just that, however, when Aevel traveled to Inferna, he never came back until Lumienza traveled to Inferna. She saw that Aevel not only adopted new Inferna Magics, his jealousy and large sense of pride was corrupted enough for him to become the 5th Arch Diablo Lord; Iracaedes also reflected its master. The battle between the two</p>	<p>Damage: 2D8 Piercing/Slashing Damage + Constitution Saving Throw Range: 15 Feet</p> <ul style="list-style-type: none"> • The Chain Blade of Oman wields a +2 to Attack and Damage Rolls. • You must have at least an 18 in Constitution to use this weapon properly. • Activation Effect: You can break the Chain Blade of Omen into at most 5 segments and gain the following abilities. <ul style="list-style-type: none"> ◦ 1 Segment: You deal additional damage to Medium-sized creatures and below equal to their AC. ◦ 2 Segments: You deal additional 2D4 Fire Damage and lingering 1D6 Fire Damage. ◦ 3 Segments: You are able to deal half damage to any creature(s) behind a barrier. ◦ 4 Segments: You deal double damage against large monstrosities. ◦ 5 Segments: You can attack again using this weapon. • When there are 10 or more hostile creatures, all

		<p>warriors was brutal and even heartfelt because of Lumienza's deep affection for Aevel; eventually, Lumienza had to end Aevel's life for good before his entire mind became corrupted. A few centuries after the fight, the tragic story of Aevel became a tale for the Surumlos archives, and replicas of the Chain Blade of Omen soon emerged. "You are dead, my dear."</p>	<p>attack rolls with this weapon automatically succeed.</p> <ul style="list-style-type: none"> You can grapple with this weapon at advantage. Activation Effect: If you imbue the weapon with 1 Magic Charge from any Inferna Magic, the weapon gains 2 Segment Effects (your choice).
The Glacier Shredder	Epic 6 Gold Coins	<p>The Glacier Shredder is the tooth that a Heroine ripped off from the demonic ice behemoth, Megalapagos. During Year 358-360, both Barcigul and a portion of Binary Volcano experienced harsh, powerful blizzards that came from an unknown source; every individual that lived in those places struggled to strive. However, the problem would be resolved when a woman in shining armor emerged. It took her under twenty-four hours to figure out the cause; she entered the mountain lair of the Megalapagos and defeated it with her bare hands. After the bout, the warrior needed to escape before she could get engulfed by the stormy avalanche, she ripped off the Megalapagos's tooth and slid down the mountain with it; many of the inhabitants witnessed the spectacle, and the day was saved. Later, society would invent the concept of snowboarding, in inspiration of the Heroine that slid down the large, glacier mountain in victory; replicas of the</p>	<p>Damage: 2D6 Bludgeoning/Piercing/Slashing Damage + Strength Modifier Range: 5 Feet</p> <ul style="list-style-type: none"> The Glacier Shredder wields a +2 to Attack and Damage Rolls. Activation Effect: You can create a small, icicle mountain range that is initially 30 feet tall. You can increase the size of it by 10 feet during your Preparation Phase. <ul style="list-style-type: none"> You can place the Glacier Shredder on the starting point of the mountain and immediately move at the top during your Preparation Phase. During your Movement Phase, you can slide across 5 Spaces and deal damage to any creatures in your way, the damage doubles for every 5 Spaces you slide. You will continuously descend down if you are sliding down a slope.

		<p><i>Glacier Shredder were created in inspiration as well. "The blizzard has finally quelled."</i></p>	
<p><i>Glass Cannon</i></p>	<p><i>Rare 3 Gold Coins</i></p>	<p><i>The Glass Cannon is an extremely powerful cannon made out of Magicalized glass, it is potent enough to shoot cannonballs that would bust straight through platinum, but for what it greatly makes up for in power, it lacks in utility because the Glass Cannon, if used improperly, would blow up in your face, literally. The Glass Cannon was invented by a pirate captain named Gollum Cliffbeard. Gollum had a keen eye for vanity and how shiny an object was, but unlike other pirates he took his greed to an extreme. Gollum was tempted to have all things on his ship be replaced with glass and gold variants, but his crew had deemed him insane for the idea. Cliffbeard had ended up getting kicked out of his own ship because of his insane ideas, but a few years later he had come back with a vessel that was entirely see-through. Gollum had declared battle on his old crew, and got shot down almost in an instant, but his crew had salvaged the ship and found that his cannons could still be potentially useful. "Comparable to a ceramic firework."</i></p>	<ul style="list-style-type: none"> • Damage: 4D12 Bludgeoning Damage + 5D8 Force Damage + Highest Ability Modifier • Range: 140/580 feet • The Glass Cannon wields a +1 to Attack and Damage Rolls. • If the Glass Cannon is used 2 times within 2 rotations, the user must roll a DC 18 Check with their highest Ability Modifier, on a fail the Glass Cannon explodes dealing 2D8 Force Damage in a 5 foot radius, on a success, the Glass Cannon is unusable for 1 rotation, but does not break. • If the Bribery Action is made, you gain advantage on any rolls you make during the Action.
<p><i>Cithuora Guitar</i></p>	<p><i>Legendary 3 Platinum Coins</i></p>	<p><i>The Cithuora Guitar was inspired by Von Despareo, Selena Amare Vidazola's mysterious guitar. The Cithuora Guitar is one of the many talismans created by</i></p>	<p>Damage: 3D4 Sound Damage + Charisma Modifier Range: 65-foot radius</p> <ul style="list-style-type: none"> • The Cithuora Guitars wields a +3 to Attack and Damage Rolls.

		<p>the Witches and Warlocks; unlike most normal guitars, this talisman variant possesses similar abilities to Von Despareo. The talisman inflicts magical curses identical to the ones seen with Witchcraft Magic, however, the potency of the curse effects vary on the individual's musical prowess. If the individual is a novice guitar player, then the curse effects will be mediocre, if the individual is extremely experienced, then the potency of the curses will be capable of bringing down formidable foes like Krakens and Basilisks. Most Witches and Warlocks are able to use the full potential of the Cithoura Guitar without needing any experience with music, however, an experienced guitar player may showcase better results than most Witches and Warlocks. "A silent, yet deadly melody."</p>	<ul style="list-style-type: none"> • If your Charisma is 17 or lower, then you only have access to 1 of the curse effects. • When you successfully attack a creature, you can choose to affect them with one of the following curses: • Manipulate: When a creature is hit by the Cithoura Guitar, that creature must make a Wisdom Saving Throw; on a success, the creature takes 1D4 Shadowflame Damage every rotation for 2 rotations, on a fail, the creature takes 1D6 Shadowflame Damage every rotation for 3 rotations and they become asleep for half 1D4 rotations. <ul style="list-style-type: none"> ◦ Once the creature wakes, they must roll another Wisdom Saving Throw; on a success nothing happens, on a fail, you can control the creature for 1D4 rotations. • Drain: When a creature is hit by the Cithoura Guitar, that creature must make a Constitution Saving Throw; on a success, you drain 1D10 Hitpoints from the creature, on a fail, you drain 1D6 Magic Charges and 3D10 Hitpoints from the creature. • Shadowflare: When a creature is hit by the Cithoura Guitar, that creature must make an Intelligence Saving
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			<p>Throw; on a success, the creature takes 3D6 Shadowflame Damage, on a fail, the creature takes 3D6 Shadowflame Damage every rotation for 3 rotations.</p> <ul style="list-style-type: none"> Once the effect of the lingering Shadowflame effect is concluded, the creature must make a DC 20 with advantage and their best Saving Throw; on a success, the creature loses 1D4 Magic Charges, on a fail, the creature loses 1D4 Magic Charges and takes Shadowflame Damage equal to half your Maximum Hitpoints.
Spiked Knuckles	Common 70 Bronze Coins	<p>The Spiked Knuckles are an enhanced version of typical brass knuckles. At the end of each finger of the Spiked Knuckles is a metal point that is capable of tearing through armor and skin. Spiked Knuckles are considered to be a great and affordable weapon because it combines the power of force and sharpness. The Spiked Knuckles originate from a primitive tribe who were attempting to imitate the Surumlos Empire Army, because of their lack of technology, they resorted to combining weapons to create more efficient tools. "They pack quite the punch, and</p>	<p>Damage: 2D4 Piercing Damage + 1D6 Bludgeoning Damage + Strength Modifier</p> <ul style="list-style-type: none"> When you attack a specific creature's body part, they must roll a DC 4 Constitution Saving Throw, or that body part is broken.

		stab.”	
<i>Slingshot</i>	<i>Common 40 Bronze Coins</i>	<i>The Slingshot is a piece of wood shaped into a “Y” with a piece of string attached to both ends. The string allows for different types of ammunition, usually rocks and pebbles, to be shot at high speeds. The Slingshot is most often used by adventurers beginning their journeys, and unsupervised children, in fact, the first slingshot made, although shoddy, was made by a child. The Slingshot also inspired popular weapons of warfare like the catapult, and possibly the cannon. “The slingshot maneuver is all we’ve got.”</i>	Damage: 2D4 Bludgeoning Damage + Dexterity Modifier Range: 40/60 feet <ul style="list-style-type: none"> You may roll a DC 17 Dexterity Check, on a success you are able to make an extra attack with the Slingshot.
<i>The Hand of God</i> <i>*Last item made as of March 4, 2021</i>	<i>Relic 420 Platinum Coins</i>	<i>The Hand of God was created by the Vundevina Empire in order to set an example for the large organizations that created the concept of a “gun.” Currently, a gun is the most powerful type of weapon in history; this weapon is able to convert an individual’s Magic power into a projectile that always obliterates its target. As of Year 420, only four guns, excluding the Hand of God, has been made: The Cruel Spectre’s mysterious Nightmare V gun, which can instantly disintegrate any Witch or Warlock, the Harpies’ Wing Slinger and Delta Crown guns, and the Akalunden’s Vessel Burst gun. According to God King Marick, the Hand of God is the most powerful weapon in Surumlos since it wields abilities similar to his power and authority; the Hand of God utilizes all of the</i>	Damage: 10D100 Magic Damage + Highest Saving Throw Range: 100 Feet <ul style="list-style-type: none"> The Hand of God wields a +5 to Attack and Damage Rolls. You must expend all your Magic Charges to fire the Hand of God; it cannot be used if you have less than 10 Magic Charges. When a creature reaches 0 Hitpoints because of the Hand of God, that creature dies and is reduced to nothing.

		individual's Magic Charges and instantly disintegrates any creature, which no other weapon is able to do. To showcase the gun's power, Marick tested the Hand of God against an Arch Diablo and instantly turned it to ash. Marick is so confident in his own power that he is willing to sell the Hand of God to the highest bidder, instead of using it for himself. "Bang."	
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<i>The Carzo Crossbow MK 2</i>	<i>Epic 45 Gold Coins</i>	<i>The Carzo Crossbow MK 2 is a crossbow that is more technologically advanced than any crossbow made and/or used by the Falcoyre Royals. The weapon has similar functionalities to the Double Eagle Gun because both were made around the same time; the crossbow can detect any creatures within range, even if invisibility and low-level magic concealment spells are in play. The Carzo Crossbow MK 2 was created by Elroy Carzo in order to allow his brother Enzo Carzo to win Sandstorm Year 420. Carzo promised that after the event, the Carzo Crossbow MK 2 would be made available for purchase at the renowned Carzo Keep. "I've got you in my sights."</i>	•

❖ *List of Ammunitions*

<i>Name</i>	<i>Rarity & Average</i>	<i>Description</i>	<i>Effect</i>
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	Price		
Spike Balls (10x)	Common 5 Bronze Coins	Spike Balls were invented early on in Falcoyre to aid hunters and trappers that did not wield adequate Magic for hunting. Thieves and low lives have started to use Spike Balls to corner or slow down their prey. Spike Balls can be found and bought in abundance at any hunting shop, or occasionally fishing stores. "Watch your step."	Damage: 1D4 Piercing Damage Range: 25/40 feet <ul style="list-style-type: none"> Spike Balls may be laid out on a surface, and creatures attempting to walk through this area must make a DC 11 Dexterity Saving Throw or fall prone, creatures running through Spike Balls make this check at disadvantage.
Spinning Top (1x)	Common 2 Bronze Coins	Spinning Tops are common children toys typically made of wood or cheap metal. Some clever fighters have found that spinning tops can make efficient tools in battle. As weapons, spinning tops are used to cause slight harm, distract enemies, and overwhelm foes. To maximize these tops' efficiency, some people would attach spikes at the ends of their tops. "Let it rip!"	Damage: 1D4 Bludgeoning Damage/1D6 Slashing Damage Range: 40/50 feet
Ricochet Arrows (5x)	Rare 30 Silver Coins	Frequently used in times of war, Ricochet Arrows are devastating in dense crowds and small rooms, but less efficient when fewer creatures are present, and when fired in open fields. Ricochet Arrows are granted their ability to bounce off of surfaces and creatures because they are imbued with Psychokinesis runes. Ricochet Arrows are also a tool used in certain school curriculums to aid students understand topics such as Geometry. "It's simple geometry."	Damage: 1D4 Piercing Damage <ul style="list-style-type: none"> Ricochet Arrows are able to bounce off of creatures and surfaces up to eight times. The user may dictate the direction Ricochet Arrows bounce. The damage of Ricochet Arrows increase by 2 after each bounce After four bounces, Ricochet Arrows are able to be caught by creatures if they roll a DC 17 Dexterity (Sleight of Hand) Check.
Frost Body Arrows (5x)	Rare 40 Silver Coins	The Frost Body Arrows have been placed with extremely powerful Ice Runes, these	Damage: 1D4 Piercing Damage <ul style="list-style-type: none"> When a creature is struck with the Frost Body

		<p>cold arrows are capable of completely freezing a person when its tip pierces them. The tips of these arrows have protective metal surrounding it so that there are no casualties when holding the arrows. The Frost Body Arrows were created by the Harpies in one of their wars with the Akalundens, they were aware of the severe weakness Akalundens had against the cold, and had harnessed their strongest Ice Magic to capitalize on that. "Feel the frozen air."</p>	<p>Arrow, they must roll a DC 17 Constitution Saving Throw or be completely frozen; they may roll a DC 17 Constitution Saving Throw at the end of their turn to break out of the ice.</p>
<p><i>Flame Burst Arrows (5x)</i></p>	<p><i>Rare 40 Silver Coins</i></p>	<p>The Flame Burst Arrows have extremely powerful Fire and small bits of Explosion Runes placed upon them. When an arrow touches a creature or surface, a burst of flames emit from the area; a single arrow shot is able to cause a large forest fire, and take down hordes of foes. Flame Burst Arrows, when sold in shops, are placed in special casing to prevent accidents. The Flame Burst Arrows were created by the Akalundens as a response to the Harpies creating the Frost Body Arrows during their war, the biggest advantage the Harpies held against the Akalundens was their ability to fly, but if Akalundens were able to get rid of that with ease, then taking out loads of Harpies would be easy. "Feel the smoldering heat."</p>	<p>Damage: 1D4 Piercing Damage</p> <ul style="list-style-type: none"> • When the Flame burst Arrow touches a creature or surface, then a 2x2 explosion of Fire Magic appears dealing 5D4 Fire Damage. • Creatures struck by the Fire must roll a DC 13 Constitution Saving Throw, on a fail they take 1D4 lingering Fire Damage.
<p><i>Wasp Stinger Arrows (5x)</i></p>	<p><i>Uncommon 12 Silver Coins</i></p>	<p>Wasp Stinger Arrows were created by the early members of the Vanora Gallows in their hunt against the curses. They extracted the toxins</p>	<p>Damage: 1D4 Piercing Damage</p> <ul style="list-style-type: none"> • Creatures struck by Wasp Stinger Arrows must roll a DC 15 Constitution Saving Throw, on a fail

		<p>from wasps, strengthened it, and applied it to their ammunition. Anybody shot with a Wasp Stinger will experience extremely painful poison and slowly feel dizzy. These arrows are now sold in shops because people found the arrows at the scene of multiple killings and found the toxin used to be powerful, and good for something like hunting for sport. “They can feel themselves fading.”</p>	<p>they take 2D6 Poison Damage, they must use ½ of their Movement Speed to move in a random direction (determined by DM rolling a D4) for 3 turns, and they must roll a D6, rolling a 1-3 causes all Physical attacks to be at disadvantage for 1 rotation, and rolling a 4-6 causes all Magical attacks to be made at disadvantage for 1 rotation. If the creature succeeds on the Saving Throw, then they take 2D6 Poison Damage.</p>
Lonsdaleite Arrows (5x)	Epic 1 Gold Coin	<p>Lonsdaleite Arrows are purchased by only the wealthiest of archers, or for those preparing for a difficult battle. Lonsdaleite Arrows are tipped with Magical Lonsdaleite capable of tearing through enemy defenses and getting rid of Magical Attacks. The heavy arrows were created by the Dovarks, they took advantage of the many resources that had fallen from the sky and into the valleys of their mountains; they had used these arrows in their hunt against the Mythical Creatures, and despite the weight of Lonsdaleite Arrows, the Dovarks used them with extreme finesse, but a user with lower strength will find difficulty in taking advantage of the extremely powerful capabilities of the Lonsdaleite Arrows. “Savor the power and efficiency of the arrow.”</p>	<p>Damage: 1D4 Piercing Damage + 1D12 Lonsdaleite Damage</p> <ul style="list-style-type: none"> Requirement: 16 Strength <ul style="list-style-type: none"> Every other shot made with the Lonsdaleite Arrows will ignore the creature's AC, but you may roll for a Critical Attack, and the DC for Critical Attacks is reduced by 8. You may use a reaction to shoot an arrow at an incoming projectile, roll an attack roll and if that attack roll surpasses the creature's Spell DC, the projectile is nullified. <ul style="list-style-type: none"> If the projectile was a Magical Attack, the next time you use a reaction to nullify the same type of Magical Attack, you instantly succeed.
Wurtzite BN	Epic	Wurtzite BN Arrows are	Damage: 1D4 Piercing + 2D8

<i>Arrows (5x)</i>	<i>1 Gold Coin</i>	<i>purchased by only the wealthiest of archers, or for those preparing for a difficult battle. Wurtzite BN Arrows are tipped with Magical Wurtzite Boron Nitride capable of turning enemies defenseless and being able to take down those enemies in a single strike. Just like the Lonsdaleite Arrows, Wurtzite BN Arrows were created by the Dovarks, but these were created much earlier when they had attacked the Elvilians. The Elvilians had ended up taking some Wurtzite BN Arrows and selling them around Surumpolis. Many soldiers of Falcoyre like to buy Wurtzite BN Arrows when they can because they are inspired by Zolnevo Aphiyeme's Wurtzite Boron Nitride Magic. "Relish the arrow's speed and efficiency."</i>	<i>Wurtzite Boron Nitride Damage</i> <ul style="list-style-type: none"> • When a creature is hit by a Wurtzite BN Arrow, 1 Magic Charge from a Magic of their choice is depleted, and you gain 1 Magic Charge for a Magic of your choice. • Creatures with 0 Magic Charges in any of their Magic take Critical Damage from Wurtzite Boron Nitride Damage. • For every Magic Charge you have in your highest Stage Magic, your Wurtzite Boron Nitride deals an extra 1D8.
<i>Evil Bane Arrows (5x)</i>	<i>Rare 55 Silver Coins</i>	<i>The Evil Bane Arrows is frequently purchased and used by heroes, and those striving to be heroes. Malevolent beings burn at the touch of Evil Bane Arrows because of the use of Divine Magic inside of the arrows. In the hunt for the Overlord of Calamity, the Valisears created the Evil Bane Arrows. Along their journey, they found that the Evil Bane Arrows were extremely efficient against any malevolent creatures, not just the Overlord. "Give them a taste of benevolence."</i>	Damage: 1D4 Piercing Damage + 2D6 Divine Damage <ul style="list-style-type: none"> • Creatures deemed as malevolent take double damage, and become unable to move for 1 turn.
<i>Blood Boiler Arrows (5x)</i>	<i>Rare 60 Silver Coins</i>	<i>The Blood Boiler Arrows are arrows imbued with powerful Blood Magic and a small amount of Absorption</i>	Damage: 3D4 Piercing Damage + Highest Ability Modifier <ul style="list-style-type: none"> • You regain all Hitpoints that you deal with the

		<p><i>Magic. The Blood Boiler Arrows are meant to deal large amounts of injury to creatures, while keeping its user healthy, it is capable of doing this by taking a creature's lifeforce and giving it to the user. The Blood Boiler Arrows are not often found in typical stores because of its use of Blood Magic, so less legal places are more commonplace for these arrows, but they may occasionally be found in legal establishments. Blood Boiler Arrows were created by those who had decided to still utilize the power of Blood Magic while it was in a 100 year ban; for some people that Magic had been they're only means of defense, and to not be easily found out, they had infused the magic into normal looking arrows. "Poking your finger may cause an infection."</i></p>	<p><i>Blood Boiler Arrows (amount of Hitpoints gained is capped at your total Hitpoints)</i></p> <ul style="list-style-type: none"> • <i>Creatures hit with the Blood Boiler Arrows must roll a DC 15 Wisdom Saving Throw, on a fail they lose 2 Magic Charges of a Magic Archetype of their choice.</i>
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<i>Smoke Pellets (5x)</i>	<i>Uncommon 1 Silver Coins</i>	<p><i>Smoke Pellets are small metallic spheres that release a small array of smoke when broken; these are extremely common items for ninjas, thieves, assassins, and other individual types alike. A singular pellet isn't capable of much, which is why they are purchased in multiple bulks; the other problem with the Smoke Pellets is that it takes time to break. An individual can simply break one by stepping on it, but breaking five at the same time takes some effort. Eventually, experienced fighters were able to figure out efficient ways to break</i></p>	<ul style="list-style-type: none"> • <i>When you are on a space that the Smoke Pellets affected, you gain the following benefits:</i> <ul style="list-style-type: none"> ◦ <i>If you make a Dexterity Saving Throw and succeed, you can escape combat without initiating Chase Combat.</i> ◦ <i>Your Dexterity (Stealth) check is done at advantage.</i> ◦ <i>Your next attack against a creature will be Critical.</i> • <i>During Chase Combat, when the opposing side</i>
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		<p>them such as rune activation, accompanying the pellets with a bomb, weak projectile beams, and other similar methods. “Meld back into the shadows.”</p>	<p>gets on an affected space, they must roll a Wisdom Saving Throw or lose a Gap Point.</p>
<p><i>Specter Scourge Bolts (5x)</i></p>	<p><i>Rare 60 Silver Coins</i></p>	<p>The Specter Scourge Bolts are specialized bolts created by Falcoyre Royal’s Vero Reyes; currently, these bolts are the only inventions from Vero approved by the Falcoyre Council. Just like the name suggests, the Specter Scourge Bolt is capable of piercing through any Specter with extreme ease; it does this by absorbing Magic properties that help maintain an individual’s life force. Even though most individuals thrive on Magic, all Specters run almost completely on Magic in order to live, some speculate that age isn’t an issue for them as long as they have Magic. Many Falcoyre Royal rookies use the Specter Scourge Bolt in order to easily kill Specters, however, higher ranking members typically refuse to use this because they wield great confidence in their own abilities. “Meet your end, Specter.”</p>	<p>Damage: 2D4 Piercing Damage + Highest Saving Throw</p> <ul style="list-style-type: none"> Any creature hit by the Specter Scourge Bolt must make a Wisdom or Constitution Saving Throw (Attacker’s choice). If the creature succeeds, they lose 1 Magic Charge, if the creature fails, they will lose 1D6 Magic Charges (reroll 1s). If a Specter gets hit by the Specter Scourge Bolt, it automatically loses 6 Magic Charges and takes quadruple damage.
<p><i>Cannonball (10x)</i></p>	<p><i>Uncommon 40 Silver Coins</i></p>	<p>The Cannonball is a giant ball of lead, other materials such as iron can make a cannonball travel at breakneck speeds from cannons. Controlled Explosion and Fire Magic is utilized in cannons to create the force to launch a Cannonball. Cannonballs are capable of being shot through a man’s chest, or putting holes through metal.</p>	<p>Damage: 4D4 Bludgeoning Damage</p> <ul style="list-style-type: none"> Creatures hit with a Cannonball must roll a DC 4 Constitution Saving Throw, on a fail one of their body parts become broken.

		<p><i>Cannonballs are usually bought and heavily stockpiled by those traveling out at sea, and military groups. The first Cannonballs were created by Marcoth Voldar, and these Cannonballs were made up of extremely powerful Earth Magic capable of sinking a ship with just one ball. Marcoth Voldar had created the Cannonballs as another means of defense for his new nation. "Get under cover!"</i></p>	
<i>Claymore Trap</i>	<p><i>Uncommon 20 Silver Coins</i></p>	<p><i>The Claymore Trap is a rather contrived and situational weapon that requires an experienced individual to set up within twenty seconds. The trap heavily relies on a powerful and forceful spring to propel the large claymore, and an exceptionally flat surface. Once a suspecting victim steps on the Claymore Trap's pressure plate, the claymore will immediately travel at mach speeds and cleanly pierce through the victim. Sometimes, the claymore that comes with the trap does not need to be used, and can be replaced with any of your bladed weapons; however, the claymore that comes with the trap is specifically made for throwing and penetrating. "Claymore! Claymore!"</i></p>	<ul style="list-style-type: none"> • <i>When you set up the Claymore Trap, roll or DC 12 Dexterity Saving Throw or fail in setting up the trap.</i> • <i>When a creature steps within 5 spaces in front of the Claymore Trap, that creature must make a DC 20 Dexterity Saving Throw; on a success, the creature takes 3D6 Piercing Damage, on a fail, the creature takes 60 Damage.</i>
<i>Arrow Trap</i>	<p><i>Uncommon 10 Silver Coins</i></p>	<p><i>The Arrow Trap is a common and traditional trap utilized by many hunters and those looking to protect treasure or an area. The Arrow Trap needs to be set up by loading the shooter with arrows or bolts, and connecting the</i></p>	<ul style="list-style-type: none"> • <i>The Arrow Trap takes 40 seconds - 1 minute and 30 seconds to set up.</i> • <i>The Arrow Trap is able to be loaded up to at most 15 arrows of any type.</i> • <i>Arrows shot from the Arrow Trap are able to</i>

		<p>turret with a pressure plate. The Arrow Trap was created by the crafty Dornvy Alcala, he set up many Arrow Traps and when he blinded foes, they would step on the pressure plates while blinded, this would cause dozens and dozens of arrows to shoot into them. Those stumbling onto the scene of Dornvy Alacala were able to disassemble the Arrow Traps and sell them to many people. "Step there, and you're dead."</p>	<p>travel up to 60 feet.</p> <ul style="list-style-type: none"> • Creatures who step on the Arrow Trap pressure plate must roll a DC 15 Dexterity Saving Throw, on a fail they take full damage, and on a success they take ½ damage.
Rune Mine	Uncommon 15 Silver Coins	<p>The Rune Mine is a trap that utilizes a piece of paper that's as long as an anvil, and an inactive Magic rune. An individual that purchases the Rune Mine does not need any knowledge of casting stationary Magic Runes; the creator of the trap already performed the difficult part of the process. The Rune Mine can easily be activated and usable by imbuing a Magic you own; once this is done, the poor individual that steps on this paper will feel the wrath of your Magic power. However, the main problem about the Rune Mine is that anybody with Magic can activate it themselves. "Try not to get a papercut in the process."</p>	<ul style="list-style-type: none"> • During your Preparation Phase, you can imbue the Rune Mine with any one of your Magics. • When a creature steps on the Rune Mine, that creature must make a DC 14 + Your Highest Saving Throw Dexterity Saving Throw; on a success, the creature takes 1D10 Magic Damage, on a fail, the creature takes 3D10 Magic Damage and loses half 1D4 Magic Charges.
Noose Trap	Rare 90 Silver Coins	<p>The Noose Trap is an unpopular device because of its dark nature. The Noose Trap is set up similarly to net traps that keep creatures in the air, where if something steps on a certain point the net will raise and trap the creature, whereas in the case of the Noose Trap, the neck of the rope is stepped on, this</p>	<ul style="list-style-type: none"> • The Noose Trap takes 30 seconds - 1 minute to set up. • A creature that steps on the space of a Noose Trap may use a Reaction Opportunity to roll a DC 17 Dexterity Saving Throw, on a success they are not affected by the trap and may move 1

		<p>causes the noose to raise and use a small amount of Psychokinesis Magic to attach itself to the creature unfortunate enough to fall for the trap. The Noose Trap is efficient in stealth missions because they are able to kill creatures while preventing them from making noise. The Noose Trap is only purchasable in more underground hunting shops, despite many members of official groups like the Falcoyre Royals purchasing this trap. It is seen as extremely disrespectful to the dead, and a sign of bad luck to keep a body hanging, because of this, most people who use the Noose Trap cut down the creature after it perishes. "Wish for a quick death."</p>	<p>space in any direction, on a fail, they are caught by the Noose Trap.</p> <ul style="list-style-type: none"> Those caught by the Noose Trap will get knocked unconscious in 1 rotation, and receive 1 Fail to Death Saving Throws. A creature affected by the Noose Trap may roll a DC 16 Constitution Saving Throw to take their Main Phase, if they have not already used it.
<p><i>Infection Bolts</i> (5x)</p>	<p><i>Uncommon</i> 6 Silver Coin</p>	<p>The Infection Bolts was created by an ancient hunting squad during the 3rd century. One of the main weapons that the small squad used were crossbows, so they created bolts specifically made to augment their potency. The Infection Bolts do not bring much initial power to a crossbow's shot, but it is capable of bringing a creature into a deliberating state over time. The effects of the Infection Bolts can usually be seen if the affected creature's skin turns green or purple depending on their initial skin color. Currently, these bolts are only sold in major weaponry establishments and are never given to small local shops. "My overbearing chemical."</p>	<p>Damage: 1D4 Piercing Damage + Dexterity Modifier</p> <ul style="list-style-type: none"> When a creature is injected with the Infection Bolt, that creature must make a Constitution Saving Throw; on a success, the creature takes 1D6 Poison Damage, on a fail, the Creature takes 1D6 Poison Damage every rotation, the Damage increases by 1D6 every rotation.

<p><i>Magnetic Bolts (5x)</i></p>	<p><i>Uncommon 4 Silver Coins</i></p>	<p><i>The Magnetic Bolt was created by a general from Skylae's Heavenly Arms. The types of creatures that the army needs to face are typically fast flyers. In order to have an easy time fighting these types of enemies, the general created the Magnetic Bolts using his mighty Lightning Damage, and just like the name suggests, the bolts tend to gravitate towards each other, which causes the second shot to be guaranteed. However, the main problem with the Magnetic Bolt is that the first shot needs to be true and accurate, which isn't much of a problem for the Heavenly Arms since most of the soldiers have keen vision and experience with bows and crossbows. "Lightning that strikes twice."</i></p>	<p>Damage: 1D4 Piercing Damage + Dexterity Saving Throw</p> <ul style="list-style-type: none"> • <i>If the creature was hit by a Magnetic Bolt, all attack rolls involving the Magnetic Bolt will be guaranteed.</i> • <i>The damage of the Magnetic Bolts increases by 1D4 for each Magnetic Bolt on the creature.</i>
<p><i>Hex Bolts (5x)</i></p>	<p><i>Rare 35 Silver Coins</i></p>	<p><i>The Hex Bolts are one of the primary bolts used by the Falcoyre Royals, however, it is now outclassed by Vero's Specter Scourge Bolts. The Hex Bolts drain an individual's Magic and even makes them more weary, however, on Specters, the Hex Bolts deal more pain towards them. Unlike the Specter Scourge Bolts, most Falcoyre Royal members still believe that their pride is still intact when using these because the bolts themselves always guarantee victory over a Specter. The only problem with the bolts is that its incantations do not last, usually only lasting about a week or so. "Hunt them down quickly."</i></p>	<p>Damage: 1D4 Piercing Damage + Dexterity Saving Throw</p> <ul style="list-style-type: none"> • <i>When a creature is hit with the Hex Bolt, that creature must make a Charisma Saving Throw; on a success, nothing happens, on a fail, the creature loses 1D4 Magic Charges and gains a -1 penalty to AC.</i> • <i>When a Specter is hit with the Hex Bolt, the Specter takes additional 1D4 Piercing Damage, loses 1D4 Magic Charges, and gains a -1 penalty to AC.</i>

<i>Mirage Arrows (4x)</i>	<i>Legendary 3 Gold Coins</i>	<i>The Mirage Arrows are talisman arrows created by the same Witches and Warlocks responsible for the Eye of Nightmares. Similar to the staff attachment, a creature affected by the Mirage Arrow will suffer horrific, mostly personal illusions that work to break the creature's mental state. However, unlike the Eye of Nightmares, the Mirage Arrows are also capable of altering the perception of other creatures towards the affected individual; the illusions seen by both spectrums highly depend on the aggressor's sadism. "These nightmares will hurt you."</i>	<p>Damage: 1D4 + 2D4 Witchcraft Damage + Charisma Modifier</p> <ul style="list-style-type: none"> The creature attacked by the Mirage Arrows and creatures within a 15-foot radius of the affected creature must make a Wisdom and Intelligence Saving Throw; if the creatures succeeds one of them, the illusion will last for 1 rotation, if the creature fails both Saving Throws, the illusion can last up to 5 rotations. <ul style="list-style-type: none"> While the creature(s) is exposed to the illusions, all of the creature's rolls will be at disadvantage and receive a penalty equal to their Charisma Modifier. After the illusion, if the creature(s) failed both of the Saving Throws, the creature(s) is Frightened for 1D4 rotations.
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❖ *List of Apparels*

<i>Name</i>	<i>Rarity & Average Price</i>	<i>Description</i>	<i>Effect</i>
<i>Portal Hat</i>	<i>Epic 3 Gold Coins</i>	<i>The Portal Hat was created by an inspired adventurer after going through a bizarre, dimensional journey.</i>	<p>Activation Effect: You can set a location to teleport to within a 100-foot radius.</p> <ul style="list-style-type: none"> During your Movement,

		<p>When the adventurer was chosen to be a volunteer for a magic show, he entered inside the magician's hat in order to execute the Disappearance Trick; however, the magician had trouble bringing back the volunteer because the adventurer delved deeper into the hat's dimension. The adventurer was eventually brought back, but instead of being upset, he stated that he just came up with a great idea, hence the creation of the Portal Hat. "Try not to get lost."</p>	<p>Main, or Extra Phase, you can teleport to your designated location using the Portal Hat's transportation mechanic.</p>
Invisibility Cloak	Rare 75 Silver Coins	<p>The Invisibility Cloak is a classic magic item that is rather popular with the children. Plenty of young individuals ask for an Invisibility Cloak for their birthdays, however, the cloak is also useful for any type of adventurer. Bypassing danger is made easier with the Invisibility Cloak, the only things it can't hide are sound and magic presence. "Where did he go?"</p>	<ul style="list-style-type: none"> ● Activation Effect: You are invisible along with whatever is on you until you make contact or attack a creature. ● While invisible, you have a double advantage in Sneaking.
Inferno Helm	Epic 5 Gold Coins	<p>The Inferno Helm was created by a novice blacksmith that wanted to work at Flamaro Keep. The other blacksmiths of Flamaro Keep were not just impressed with the makeup of the helm, but they were also fascinated by the pyrokinetic abilities the helm granted to the user. Now, many forges across Surumlos are making duplicates of this famed helm. "Show me your moves."</p>	<p>AC Bonus: +1 Activation Effect: All your attacks will be imbued with everlasting flames.</p> <ul style="list-style-type: none"> ● When you successfully attack a creature, you do additional 2D6 Fire Damage and lingering 1D4 Fire Damage. The burned creature can make a Constitution Saving Throw every turn to remove the status ailment.
Boulder Set (Heavy Armor)	Rare 4 Gold Coins	<p>The Boulder Set was crafted for poor adventurers looking</p>	<p>Base AC: 15 + Strength Modifier</p> <ul style="list-style-type: none"> ● Grants resistance to Fire

		<p>for a means of powerful defense. The armor grants protection from devastating blows, and prevents users from getting staggered. Blacksmiths knew of the hardness of rock, but knew that it would last only so many attacks. To strengthen the Boulder Set's durability, the blacksmiths used powerful Earth Magic and connected the rocks with powerful alloys to get rid of the armor's brittleness. "It's rock hard."</p>	<p>and Lightning Magic.</p> <ul style="list-style-type: none"> • Grants Weakness to Water and Nature Magic • Grants immunity to stun and prone. • Activation Effect: When struck with a bludgeoning, slashing, or piercing attack, you may roll a DC 17 Strength Saving Throw, and on a success you negate the attack.
Archmage Robes	Epic 15 Gold Coins	<p>Archmage Robes are adorned by experienced students, magical professors, and those that have almost mastered their Magical prowess. These Magic boosting robes are engraved in patterns and scroll language. There are few manufacturers of these robes, due to strong Enchantment or even Witchcraft being needed to craft them, but most of them reside in Ulunrae. "May the Magic be with you."</p>	<p>Base AC: 10 + Intelligence Modifier</p> <p>AC Bonus: +2</p> <ul style="list-style-type: none"> • Grants 2 additional Magic Charges to any Magic of your choice • When using Magic or Artificial Magic, you may roll a DC 17 Intelligence Check for a Magic Charge or Spell Slot to not be used. • When using an Intelligence (Arcana) Check for Magic Recharge, the DC is lowered to 14.
Thief's Set (Light Armor)	Common 5 Silver Coins	<p>Only sold in underground businesses, the Thief's Set is a common attire for many petty criminals; its dark blue color and lack of paddings make it a useful tool for hiding, and allows for quick maneuverability. Although, in broad daylight, the Thief's Set would only cast suspicion onto you. "He just came out of the shadows."</p>	<p>Base AC: 9 + Dexterity Modifier</p> <ul style="list-style-type: none"> • Grants advantage to Dexterity (Stealth) Checks when there is sufficient cover and/or a lack of lighting • Grants an additional 1D4 to Dexterity (Sleight of Hand) Checks. • Grants +5 feet of Movement.
Omni-Gauntlets	Epic 9 Gold Coins	<p>The Omni-Gauntlets was created by a blacksmith that wanted to establish a great</p>	<p>AC Bonus: +2</p> <ul style="list-style-type: none"> • Wearing the Omni-Gauntlets will

		<p>setup for his smithing business; he was confident in his abilities, but he realized that he would be the only worker in his business for a while. To compensate for the lack of workers, the blacksmith utilized his Illusion Magic arts to create a gauntlet that granted him four extra limbs. Once he opened up his smithing business, most people were more fascinated by his gauntlets, which eventually transformed the normal smithing into the “OmniCraft,” a blacksmithing place that makes weapons and equipment for multi-limbed individuals. “Let me lend you a hand or two.”</p>	<p>automatically grant you 2 extra arms.</p> <ul style="list-style-type: none"> • Activation Effect: You can harness a total of 6 arms. • The extra arms can wield a weapon or shield, make attack rolls, cast Artificial Spells, and cast Magic Spells; however, any ability that grants Extra Attack does not apply to the Omni-Gauntlets’ arms. • When you wield 6 arms, you can use your Reaction Phase to increase your AC by 6 + Strength Modifier. If you are successfully attacked, you lose 1D6 of your arms; if you roll 5 or above, the Omni-Gauntlets’ effects are negated until they are fully recharged (Full recharge without supplements is 6 days).
Subzero Aegis Replica (Light Armor)	Common 3 Silver Coins	<p>The Subzero Aegis Replica looks exactly like Proxi’s latest armor set, the only difference between the two are the materials used. While the Subzero Aegis is made with magicalized lonsdaleite and graphene, making it impervious to all physical damage, the replica is made of common foam and thermoplastic, which won’t do much to protect you in battle. Despite the replica not being completely suited for battle, many children who don this armor feel much stronger and braver. “Feel the power of the Frigid Champion.”</p>	<p>Base AC: 10 + Strength Modifier</p> <ul style="list-style-type: none"> • If you get successfully attacked, you can make a DC 25 Constitution Saving Throw; if you fail, nothing happens, but if you succeed, the damage you take is halved and you gain Extra Attack for one turn (This can still be applied even if you already have Extra Attack).
Circlet of Divine Guidance	Uncommon 70 Silver Coins	<p>Devout followers of the Supreme Being Aresus sell this circlet in churches to new</p>	<ul style="list-style-type: none"> • Grants proficiency in the Intelligence (Religion) Skill, if you already have

		<p>followers. The Circlet of Divine Guidance is known for getting its wearers closer to Aresus; those who adorn this circlet have also claimed to hear Aresus reply to their prayers. The Circlet of Divine Guidance is made of silver engraved with ornate markings, and a small blue gem in the middle. "May the light guide you."</p>	<p>proficiency you gain double proficiency.</p> <ul style="list-style-type: none"> • Gain more progress in your Devotion Level to Aresus • You gain 1 extra Magic Charge in any 1 Magic you have in the Blessed Archetype.
<p><i>Circlet of Infernal Guidance</i></p>	<p><i>Uncommon</i> <i>75 Silver Coins</i></p>	<p>Devout followers of the Supreme Being Gehanna sell this circlet in underground religious groups to new followers. The Circlet of Infernal Guidance is known for getting its wearers closer to Gehanna; those who adorn this circlet have also claimed to hear Gehanna reply to their prayers. The Circlet of Infernal Guidance is made of silver engraved with infernal markings, and a small red gem in the middle. "May the flames guide you."</p>	<ul style="list-style-type: none"> • Grants proficiency in the Intelligence (Religion) Skill, if you already have proficiency you gain double proficiency. • Gain more progress in your Devotion Level to Gehanna • You gain 1 extra Magic Charge in any 1 Magic you have in the Corrupted or Inferna Archetypes.
<p><i>Four Leaf Clover Necklace</i></p>	<p><i>Rare</i> <i>5 Gold Coins</i></p>	<p>The Four Leaf Clover Necklace, and many other trinkets like it, are said to bring luck to its wearers. Perhaps these rare charms were laced with Good Luck Magic, or the common belief of these items bringing fortune is enough for people to want to seek them out. Wearers of the Four Leaf Clover Necklace have reported of strange occurrences while wearing it, more specifically, events of extremely low odds seem to happen more regularly. "I've got the Devil's own luck."</p>	<ul style="list-style-type: none"> • You gain the Lucky Feat. If you already have the Lucky Feat, then you gain 2 more Luck Points.

<i>Helaria's Ring</i>	<i>Rare 5 Gold Coins</i>	<p><i>Helaria's Ring is purchased by those ready to propose to their significant others. The Supreme Being of Emotions is thought to have blessed these rings to signify one's powerful emotions for another person. Helaria's Ring, despite its name suggesting there is only one type, has many different variants, the Supreme Being's ring can wield many types of gems and metals.</i></p> <p><i>The rings with more high-end materials may be harder to find, and will be sold for a higher price. "Will you marry me?"</i></p>	<ul style="list-style-type: none"> • <i>Grants +2 to all Ability Scores (wearer must be engaged to receive benefits).</i>
<i>Plague Guru Set (Light Armor)</i>	<i>Legendary 9 Platinum Coins</i>	<p><i>The Plague Guru Set was created by a man getting hunted by a witch, and wanted a form of protection from the witch's spells. The original Plague Guru Set consisted of light armor blessed with divine protection. The witch had caught hold of the man and found his armor fascinating, she had found a way to manipulate the armor to benefit the power of the witches. The Plague Guru Set now had the ability to increase the power of plagues and curses. User's of the Plague Guru Set have stated that they forgot the feeling of sickness. "I can't get down with the sickness."</i></p>	<p>Base AC: 15 + Constitution Modifier</p> <p>AC Bonus: +1</p> <ul style="list-style-type: none"> • <i>You gain advantage when rolling DC to resist a status ailment a creature attempts to inflict on you, you may also add your highest Ability Score Modifier to your roll; allies within 20 feet of you also gain these benefits.</i> • <i>Creatures you attempt to inflict a status ailment upon have disadvantage when trying to resist it, and, if possible, the effects of the status ailment is doubled in damage and duration.</i> • Activation Effect: <i>If a creature has three or more status ailments inflicted upon it from you, then you may choose one of the following effects:</i> <ul style="list-style-type: none"> ◦ <i>The damage of the status ailment is multiplied by 1D6 (reroll 1's).</i>

			<ul style="list-style-type: none"> ○ One status ailment on the creature lasts for the rest of the battle. ○ You may choose to spread the ailments to up to two other creatures of your choice. ○ You may clear the status ailments to cause a concentrated explosion emanating from the creature dealing 10D12 Force Damage.
<i>Chef Hat</i>	<i>Common 75 Bronze Coins</i>	<i>Chef Hats are typically worn by those working in a restaurant, the height of the hat represents the ranking of workers in the kitchen. Chef Hats are worn to prevent hair from getting into the food that cooks prepare, so these hats are not limited to those working in a restaurant setting. Chef Hats are usually colored white to represent the cleanliness of the kitchen. "It's raw!"</i>	<ul style="list-style-type: none"> ● The DC for Cooking Process is reduced by 2 if a meal is cooked with the Chef Hat. ● If you are cooking with higher rarity ingredients while wearing the Chef Hat then the DC for cooking meals is reduced by 2.
<i>Magic Fingers</i>	<i>Uncommon 65 Silver Coins</i>	<i>Magic Fingers are for those interested in Scroll Making and Enchanting. The Magic Fingers were created by the Ruby Clover Magic House to help those just beginning to make Scrolls. The process of Scroll Making becomes much easier when the Magic Fingers are worn, making this a great asset for experts and newbies of Scroll Making. Those who used the Magic Fingers have sometimes said that it not only makes Scroll Making</i>	<ul style="list-style-type: none"> ● When making a Dexterity (Sleight of Hand) Check and Intelligence (Arcana) Check for Scroll Making, you gain a +5 to your rolls. ● You may roll a DC 15 Intelligence (Arcana) Check, on a success you may increase the damage of your scroll by 2 extra dice, or increase the Magical Effects by 2.

		<i>easier, but it sometimes makes their Scrolls stronger. "I've got the touch."</i>	
<i>Runner's Anklet</i>	<i>Uncommon 30 Silver Coins</i>	<i>The Runner's Anklet is a superficial item believed to grant its wearer great swiftness. The Runner's Anklet is a golden ring with two white wings attached at its sides. The Runner's Anklet is commonly worn by both police forces and criminals to be able to catch each other, although with both parties wearing the Runner's Anklet nobody has noticed that this anklet makes its user faster, thus making this fact obscure and believed untrue. "I'm gonna getcha' this time."</i>	<ul style="list-style-type: none"> • <i>Movement Speed is increased by 10.</i> • <i>You gain a +4 to Quarry or Purser specific rolls.</i> • <i>When all Movement Speed is used, you may roll a DC 13 Dexterity Check to move 1 more space.</i>
<i>Blacksmith Visor</i>	<i>Common 90 Bronze Coins</i>	<i>The Blacksmith Visor is worn by all types of blacksmiths to protect their faces from the sparks and metal that come off from hammering an item on the anvil. The Blacksmith Visor consists of a flexible metal band that goes around the wearer's forehead, hanging from the band is a thin metal sheet that covers the rest of the wearer's face, there is a small plastic part in front of the eyes that allows the user to see. Despite this visor, the face of many blacksmiths seem to be covered in ash, and quite rugged. "I see through steel eyes."</i>	<ul style="list-style-type: none"> • <i>You gain a +2 on Strength (Athletics)</i> • <i>You gain Advantage on Dexterity (Sleight of Hand) Checks made while Blacksmithing.</i>
<i>Alchemist Garb</i>	<i>Uncommon 60 Silver Coins</i>	<i>The Alchemist Garb is a leather coat adorned in green markings that boosts the potency of mixtures from alchemy, and makes the process of making items from alchemy much easier. Some students of certain Magic</i>	<ul style="list-style-type: none"> • <i>You may occasionally use up to 6 materials for alchemy.</i> • <i>You may add 1D8 to any Ability Check made during the Alchemy process.</i>

		<i>Schools, like the Eterna Magic House, have to wear Alchemist Garbs as their uniform for their alchemy courses. “Sugar, spice, and everything nice.”</i>	
<i>Speed Demon</i>	<i>Epic 8 Gold Coins</i>	<i>The Speed Demon boots were created by an individual that saw the first recorded Arch Diablo Lord, Elicubus. When the individual saw Elicubus for the first time, he could not see the demon’s features and simply saw a scarlet, lightning streak. The individual wanted to get a better glimpse of the demon next time, so he created boots that would allow him to see the demon. Once he saw the same streak, he chased after the demon; however, once the individual got a minor glimpse, the Arch Diablo Lord gave the individual his regards and quadrupled his speed. The Speed Demon boots may not be as fast as Elicubus, it is at least ten percent of the demon’s actual speed. “Run like hell.”</i>	<p>AC Bonus: +2</p> <ul style="list-style-type: none"> • Your Movement Speed is tripled. • Activation Effect: For 3 rotations, you gain the following effects: <ul style="list-style-type: none"> ◦ All physical attack rolls you do are at advantage. ◦ You gain advantage in Dodging and Opportunity Attacks. ◦ The DC to regain a Reaction Point is reduced to 6.
<i>Ward of the Hero King (Heavy Armor)</i>	<i>Mythical 75 Platinum Coins</i>	<i>Before the Akalunden Hero King Carrasco Gonzaga departed from the world, he created two replicas of his warmonger suit for the future; both suits are currently being kept at the top of the Falcoyre and Hontria Celestial Spire respectively. He predicted that one day, the Akalunden people would need to crown two individuals as the Akalunden Hero; he believed that this was the only way that his race’s society would survive. The main difference between the original and the</i>	<p>Base AC: 18 + Highest Ability Modifier</p> <p>AC Bonus: +3</p> <ul style="list-style-type: none"> • Every attack done against you will only deal half damage; you are immune to Piercing, Bludgeoning, and Slashing Damage. • You have no weaknesses. • Your Maximum Hitpoints are doubled. • You can use a Reaction Point and make a Constitution Saving Throw to instantly nullify a projectile-based attack’s damage and reflect it back to any designated target.

		<p>replicas is that the replicas are two times more powerful than the original. Despite becoming wise, Hero King Carrasco was still as arrogant and prideful as when he was young; before he allowed himself to be taken by the spiritual heros above, he stated that “Only a Hero King can protect himself and his people.”</p>	<ul style="list-style-type: none"> • Activation Effect: You can triple your Movement Speed and make attack rolls at advantage, but all damage you deal will only do half damage. • Activation Effect: You can reduce your Movement Speed to 0 and attacks against you will be at double advantage, but your AC is doubled and attack damage against you can only reach a maximum of 50. • You do not start with any Reaction Points, and you can only have a maximum of 1 Reaction Point.
<p><i>Women’s Ecstasy Undergarment</i></p>	<p><i>Rare 40 Silver Coins</i></p>	<p><i>The Women’s Ecstasy Undergarment is an iconic symbol because they are always seen in every Ecstasy magazine. It is an extremely intricate lingerie that comes in various dark colors; Celiana Bombarva has worn all the colors as shown through her numerous magazine appearances. Many women that want to impress their significant other typically purchase this brand, the best part is that it always impresses; both sides of the spectrum are left satisfied after the purchase. Despite the tight looking appearance of the lingerie, most women state that the undergarment is actually comfortable to move around on. “Become the top Cover-Girl.”</i></p>	<ul style="list-style-type: none"> • While concealed, you gain no benefits besides a +1 to any Ability Score. • While exposed at an appropriate time, you gain the following benefits: <ul style="list-style-type: none"> ◦ All Charisma Checks are at double advantage. ◦ Your Charisma (Performance) score is doubled. ◦ You gain a +4 to your Constitution. ◦ When around a Lover, you gain a permanent +2 to any Ability Score.
<p><i>Men’s Ecstasy Undergarment</i></p>	<p><i>Rare 40 Silver Coins</i></p>	<p><i>The Men’s Ecstasy Undergarment is also an iconic symbol because they</i></p>	<ul style="list-style-type: none"> • While concealed, you gain no benefits besides a +1 to any Ability Score.

		<p>are always seen in every Ecstasy magazine. It is extremely intricate boxers that come in various dark colors; Manuel Cruta has worn all the colors as shown through his numerous magazine appearances. Many middle class and lower individuals do not purchase these boxers since they deem them too “gaudy” and expensive, however, many noblemen and men that want to “impress” buy this brand all the time. Not only does the undergarment look fancy, but it is stated to be extremely comfortable. “Become the top Cover-Boy.”</p>	<ul style="list-style-type: none"> While exposed at an appropriate time, you gain the following benefits: <ul style="list-style-type: none"> All Charisma Checks are at double advantage. Your Charisma (Performance) score is doubled. You gain a +4 to your Constitution. When around a Lover, you gain a permanent +2 to any Ability Score.
<p><i>The Blood Razer Set (Medium Armor)</i></p>	<p><i>Legendary 9 Platinum Coins</i></p>	<p>The Blood Razer Set pushes one’s Magical capabilities to the absolute max, even to a fault at times. The Blood Razer Set was created by a rebellion group of Hobkes at Immolate Pillar. They had seen the harm the Hell Gates had caused in the world of Surumlos, so they created a plan to close the Hell Gates; that plan involved the creation of the Blood Razer Set. Their strongest member of the rebellion group has been able to control dozens of creatures with his enhanced Magic, and he can also cut off someone’s blood flow within seconds. The Hobke had invaded the rest of his kind in the middle of a ritual, he slaughtered countless of Hobke and Infernalings, but as he neared the Hell Gate, ready to close it, someone got the jump on him and kicked him into the Hell Gate. The Hobke that dawned the Blood</p>	<p>AC: 14 + Highest Ability Modifier AC Bonus: +3</p> <ul style="list-style-type: none"> Your highest Stage Magic gains 2 additional Magic Charges, all other Magic’s gain 1 additional Magic Charge. If you target a creature with a Magical Attack, and their Hitpoints, Movement Speed, Magic Charges, AC, Reaction Opportunities, or Ability Scores decrease, you gain the same amount of the thing that creature lost, in the case of AC and Ability Scores, you gain the bonus for 3 turns; if the skill used already states you take 1 of the stated aspects, the amount you gain is doubled. When you begin your turn, all creatures you have hit with a Blood Magic Skill must roll a DC 16 Constitution Check, on a fail you gain 1/4 of their

		<p><i>Razer Set was never seen again and the rebellion was put down, but extra sets were created before the traitor Hobkes got sacrificed. “Rip and tear until it is done.”</i></p>	<p><i>current Hitpoints as Temporary Hitpoints. Creature’s may roll a DC 18 Constitution Saving Throw at the end of each of their turns to not get affected.</i></p> <ul style="list-style-type: none">● Activation Effect: You may activate the following effects by sacrificing a certain amount of Temporary Hitpoints:<ul style="list-style-type: none">○ 10: You regain ½ 1D4 Magic Charges in any Magic of your choice.○ 20: All Damage and Effects from your Magic are doubled for the next Rotation, you may roll a DC 17 Check with your highest Ability Modifier for the effect to last 2 rotations.○ 40: Creatures hit with your Magic must roll a DC 17 Constitution Check, on a fail you drain 1 of their Magic Charges and get to put it in 1 Magic of your choice, the creature decides which Magic gets drained, on a success you gain 1 Magic Charge in any Magic of your choice.○ 60: Creatures who have been hit with Blood Damage take more Blood
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			<p>Damage equal to the total amount that they have previously taken, you may also heal any amount of creatures, excluding yourself, with that same amount, if a creature takes more than 70 Blood Damage, all of your Blood Magic Charges are restored.</p>
<p><i>Black Star Set (Heavy Armor)</i></p>	<p><i>Legendary 9 Platinum Coins</i></p>	<p><i>The Black Star Set was created by a small, frail adventurer from Falcoyre, who had wanted to join the Falcoyre Royals, but was never good enough. The man had gone out for an adventure; he went into a valley with a deep ravine, and out from the ravine came a large, red dragon. Before the man could even perish, a woman with Lonsdaleite Magic had come to his rescue and slayed the dragon with ease. The man had been inspired by his hero and after the experience, he created an armor so powerful it would withstand any blow, and be impossible to break; he had named this armor the Black Star Set after the “Birth of Black Stars” event of Year 100. With the Black Star Set, the adventurer was able to climb the ranks of the Falcoyre Royals unlike any before him. “Shine like a star.”</i></p>	<p>AC: 17 + Strength Modifier AC Bonus: +3</p> <ul style="list-style-type: none"> • Your base Hitpoints increase by half of your total Hitpoints • You gain Resistances towards the Nature, Metal, and Weather Archetypes • You gain Immunity against Lightning and Fire Magic. • On your Movement Phase, you may choose to Charge into any creature within your Movement Speed, that creature must roll a Dexterity Saving Throw opposing your AC, on a success they move 1 space in any direction and you take their space, if they fail they take 2D6 Bludgeoning Damage, and get knocked back 1D4 spaces. If you choose to Charge in your Movement Phase, creature’s who attempt to make an Opportunity Attack get to add 1D6 to their Attack Roll. • If a creature chooses to

			<p><i>Attack you, you may choose to take the attack, you must roll a Strength Check opposing the creature's Attack Roll, on a success you only take 1/3 of the damage, on a fail you take the full damage, but either way you will be completely immune to that creature's next Attack, and if they Attack again, you will take 1/2 of the damage. The immunity effect can only be activated once every 6 rotations.</i></p> <ul style="list-style-type: none"> • <i>When you make an Attack that deals over 50 Damage, you may roll a DC 18 Strength Saving Throw, on a success the total damage is doubled.</i>
<i>Magic Cuffs</i>	<i>Epic 35 Gold Coins</i>	<p><i>The Magic Cuffs were created by Theodore Xusia, the most skillful Electromagnetism and Absorption Magic-user of the 5th century, and a prestigious member of the World Beyond. Theodore wanted to create the most effective tool in detaining a criminal; he acknowledged that an individual's greatest strength and power is their Magic, and if that's taken away, then they can never fight back. His thoughts proved 100 percent true considering the Magics Cuffs were able to detain highly wanted evil-doers such as Moloc, a murderous Dovark that killed almost a thousand innocent people, and Morferus, the Changeling Overlord. Currently, the Magic Cuffs are the most efficient tools in detaining</i></p>	<ul style="list-style-type: none"> • <i>When a creature wears the Magic Cuffs for the first 2 hours, all their Magic Charges are gone and they cannot be regained.</i> • <i>If a creature wears the Magic Cuffs for more than 2 hours, all their Strength and Dexterity Ability Scores become half, their Maximum Hitpoints are reduced by half, and they are weak to all types of attacks.</i>

		and eventually killing a Specter. "You are under arrest."	
Moonguard	Legendary 8 Platinum Coins	The Moonguard was created by the Helven Hands in response to the monstrous Sunmune. The Moonguard shield was made with Moon Magic, which makes it the only Helven Hands creation that was made with such magic. The shield was not only capable of completely nullifying the power of the Sunmune, but it was able to partially reflect back the damage. After constant battles between the Sunmune and Moonguard, there would be a point where both tools of war would completely shatter at almost the same time; the shock wave explosion of one of them is capable of destroying the other. However, the Moonguard is more likely to withstand the shock wave explosion than the Sunmune. "Feel the moon's power."	<p>AC Bonus: +3</p> <ul style="list-style-type: none"> You can use your Preparation Phase or Extra Phase to return Moonguard to you. Once every turn, either on yours or another creature's, you can bash or throw Moonguard at a creature. That creature will need to make a Wisdom Saving Throw; if they succeed, they will take 2D6 Moon Damage every rotation until they succeed another Wisdom Saving Throw, if they fail, then they will be stunned for 1 turn and take 2D6 Moon Damage every rotation until they succeed a Wisdom Saving Throw. During your Reaction Phase, you can completely nullify the damage of any projectile attack and reflect it back to the aggressor. The reflected damage will be equal to half the total damage.
Roulette Shield	Legendary 1 Platinum Coin	The Roulette Shield is one of the grand prizes an individual could win during a Ruby Clover Magic Challenge, which is an event held in major cities once every month. The Roulette Shield was specifically created by Ruby Arcanda, who has a semi-serious gambling addiction; it can also be purchased in any large magic establishments for a hefty price. Just like the name implies, the Roulette	<p>AC Bonus: +2</p> <ul style="list-style-type: none"> At the beginning of a rotation, you must roll a D6. If you roll between 1-3, you gain a -3 to AC, but if you roll between 4-6, you gain a +3 to AC. When you use your Defend Action during your Extra Phase or the Block Action during your Reaction Phase, and you are being targeted for an attack, one of the

		<p><i>Shield is a gamble tool in battle; whenever the shield is hit, a random effect will happen, which may or may not harm the wielder. The Roulette Shied is deemed a bit impractical in battle by most people, however, the shield is a common punishment tool in Surumlos' various casino locations. "Test your luck."</i></p>	<p><i>following effects will happen depending on your D12 roll.</i></p> <ul style="list-style-type: none"> ○ 1-2: <i>The aggressor's attack roll will automatically succeed and become a Critical.</i> ○ 3-4: <i>You take half damage and reflect that damage back to the aggressor.</i> ○ 5-6: <i>You and the aggressor take the maximum damage of the attack.</i> ○ 7-8: <i>You will take 2D4 Magic Damage every rotation for 4 rotations.</i> ○ 9: <i>You gain an Exhaustion Level, or 2 Exhaustion Levels if you are above Level 4.</i> ○ 10: <i>The aggressor gains 2 Exhaustion Levels.</i> ○ 11: <i>The Magic Charges of your aggressor are fully restored and their next 3 attack rolls will be at advantage.</i> ○ 12: <i>Your Magic Charges are fully restored, your next 3 attack rolls will be at advantage, and you gain 2 additional Reaction Opportunities.</i>
<i>Bracelet of the Wild Folk</i>	<i>Rare 5 Gold Coins</i>	<i>The Bracelet of the Wild Folk is a green and black bracelet</i>	<ul style="list-style-type: none"> ● <i>Wearing the Bracelet of the Wild Folk provides</i>

		<p>resembling the signs of old, forgotten nature tribes. The original Bracelet of the Wild Folk was discovered by a young Humia boy exploring the forest, he had seen a shiny object coming down from the sky, and what he found was an extremely powerful version of the Bracelet of the Wild Folk capable of giving him Magical power to rival that of a Changeling. The boy had thought he received a gift from the Supreme Being Aether, but in reality it was two young Plarians playing catch with one of their father's treasured artifacts, and with their great strength they threw the Bracelet into the sky for the young Humia boy to find. The current bracelet of the Wild Folk does not possess the power of the original, but it is still capable of transforming its user into powerful creatures of nature. "It's creature time."</p>	<p>Level 8 Wild Shape.</p> <ul style="list-style-type: none"> • Checks made with beings highly invested in nature get a +2 added to them. • You may roll a DC 13 Intelligence (Religion) Check, on a success you gain progress in your Devotion Level to Cerausia.
<p>The Doltera Maiden Set (Light Armor)</p>	<p>Legendary 7 Platinum Coins</p>	<p>The Doltera Maiden Set is the same outfit worn by the warrior ninja that cleansed the Doltera Clan and obliterated their pride from the inside. The maiden received this outfit shortly after her two-year challenge was accepted; immediately, she realized that her journey was not going to be easy. The Maiden received a "ninja" outfit that was extremely fragile and revealing, which completely contrasted with the tough, unveiled studded leather of the traditional Doltera wear; the outfit itself was rather bright in some</p>	<p>AC: 13 + Dexterity/Strength Saving Throw AC Bonus: +3</p> <ul style="list-style-type: none"> • At the beginning of your turn, you can make a DC 20 Dexterity/Strength Saving Throw Check; if you fail, your Movement Speed is halved for the turn, if you succeed, you gain an extra Main Phase for the turn. • You are able to dodge any projectile attacks with double advantage. • During Chase Combat, you gain double advantage to your first 2 rolls involving Gap

		<p>areas, exposed too much of her neck, arms, legs, and backside, and worst of all, the outfit was mandatory clan uniform. According to the clan, the only reason why the Maiden got the worst outfit is because she wasn't an official clan member, which is somewhat true. Despite the outfit's inconvenience, the maiden still made it work, and ultimately relished the challenge. Just like the Thorned Amaryllis, replicas of the Doltera Maiden set have been made for the public, however, unlike the weapon, the outfit has been made more practical and useful; this replica is at least five times better than the original in every way. "This outfit isn't fit for a warrior nor a ninja."</p>	<p>Points.</p> <ul style="list-style-type: none"> • When you activate the effects of a Cardinal Aster with a Flower Flask, all Dexterity or Strength-based rolls you make will gain an additional+4. This effect lasts for 4 rotations. • When you are wielding the Thorned Amaryllis, you gain the following benefits: <ul style="list-style-type: none"> ◦ The Retracting Effect of the blade can be used again by rolling a DC 18 Dexterity Saving Throw at the beginning of your turn. ◦ You can imbue the weapon with a maximum of 3 Cosmic Charges per turn. ◦ When the Shield is thrown, it can return back to you and deal damage to in range creatures equal to the initial damage (Ex: If you dealt a combined 40 Damage, then that same damage can be distributed to the creature(s) hit when the shield returns).
Bracelet of Companionship	Uncommon 52 Silver Coins	<p>The Bracelet of Companionship is typically worn by two, or a group of, people to represent their deep rooted connections and bond.</p> <p>The Bracelet of Companionship is a popular gift among friends, and</p>	<ul style="list-style-type: none"> • If you and another creature decide to wear the Bracelet of Companionship together, then 1 Minor Moment towards their Harmony Level counts as 2 if you succeed on a DC 10 roll.

		<p>creating them is a pass time enjoyed by many children.</p> <p>The Bracelet of Companionship typically consists of bright colors and patterns, and are made up of beads, embroidery thread, or rubber; these bracelets are able to be bought in many different varieties, and it is so popular to make because a personalized bracelet would show a greater friendship. The idea for the Bracelet of Companionship is believed to come from the Mythical Creatures because when the Mythical Creatures had began to roam the world, certain creatures had been seen wearing matching accessories, and those who got close to the Mythical Creatures had adopted the tradition of gift giving and creating. "I feel much closer to my friend."</p>	<ul style="list-style-type: none"> • If you are within 15 feet of the creature you share the Bracelet of Companionship with, then you gain a +1 on all rolls you make. • Effects and damage of Team Strike and Baton Pass are doubled.
Grapple Gauntlet	Uncommon 70 Silver Coins	<p>The Grapple Gauntlet is a brown glove that has an iron hook attached on the top, the iron hook is capable of launching off of the glove and grasping onto surfaces and creatures. The Grapple Gauntlet is popular among technical fighters and adventurers, or those that struggle to climb with their bare hands. The Grapple Gauntlet was invented by a member of the Falcoyre Royals, and in his preparation for the famous Sandstorm Tournament, he created a device that allowed him to quickly get on top of objects scattered across the arena. The Falcoyre Royal member had wanted to take</p>	<ul style="list-style-type: none"> • You may climb any surface that allows the hook to latch onto something. • You may Grapple onto a creature by rolling a Dexterity (Sleight of Hand) Check against their AC, when the creature is grappled you may activate 1 of the following effects: <ul style="list-style-type: none"> ○ You instantly move to the Grappled creature's space, and deal 2D4 Bludgeoning Damage to that creature and they move back 1 space. ○ You may pull the

		<i>advantage of the high ground, while not spending all of his time during the event rock climbing. “It’s over, I have the high ground!”</i>	<i>Grappled Creature by 1 space towards you.</i>
<i>Muggers Mitts</i>	<i>Uncommon 25 Silver Coins</i>	<i>The Muggers Mitts are gloves rather common in the criminal underworld due to their promising abilities. The Muggers Mitts are imbued with some Luck and Telekinesis Magic, which work to allow the user to steal an object from an unlucky user. The gloves were considered a must-have for most thieves because of its stealing prowess, however, the gloves were soon overused to the point that most members of society now know about its presence. If you are seen wearing these mitts, you will most likely receive a punch across the face even if you aren’t stealing anything; however, just like society, the smart thieves improvised by focusing on abilities that will mask the appearance of the Muggers Mitts, making their thieving antics even more sneaky. “Steal!”</i>	<ul style="list-style-type: none"> • <i>You can steal any eligible object from a creature by contesting their Wisdom (Insight) roll with your Dexterity (Sleight of Hand) roll. The creature being stolen from makes the roll at advantage.</i> • <i>If a creature makes a Natural 1 roll against you, you can steal any one of their items.</i>

<i>Everlasting Bond Ring</i>	<i>Mythical 7 Platinum Coins</i>	<i>The Everlasting Bond Ring is similar to the Bracelet of Companionship in the way that it is worn by friends to show an unbreakable relationship, but the Everlasting Bond Ring is a true declaration of camaraderie, and that the gifter would gladly sacrifice themselves for the receiver, without a second thought.</i>	<ul style="list-style-type: none"> • <i>You will only gain benefits if you and the other creature wearing an Everlasting Bond Ring have at least Harmony Level 4 (Excluding Nemesis).</i> • <i>If you are within 30 feet of the creature wearing the Everlasting Bond Ring, then both of you will gain a +4 to AC, +2 to any</i>
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			<p>every 2 rotations.</p> <ul style="list-style-type: none"> ○ Guardian: When your Guardian is within 5 feet of you, you may roll a DC 15 roll to take $\frac{1}{2}$ damage of an attack you will be hit by. ○ Apprentice: When your apprentice is within 5 feet of you and makes an attack roll, you may roll a DC 15 roll, on a success $\frac{1}{4}$ of your AC is added to their attack roll, and your full AC is added to their damage.
<i>Shades of Deciphering</i>	<i>Epic 5 Gold Coins</i>	<i>The Shades of Deciphering was created by an adventurous Elvilian that was fascinated with ancient tablets and writing, however, she was also quite forgetful, which caused her to leave behind some writing she found because she forgot the language at the time. In order to solve her problems forever, the Elvilian created the Shades of Deciphering, which are stylish glasses capable of translating most languages to the user's preferred language. Not only did the Elvilian's expeditions produce more satisfactory results, but she always brought the glasses to her tropical vacations. "Stay cool and knowledgeable."</i>	<ul style="list-style-type: none"> ● You are able to decipher most visual and verbal languages to your preferred language.
<i>Swamp Monster Set (Light Armor)</i>	<i>Epic 1 Gold Coin</i>	<i>The recent story of the Falcoyre Swamp Monster has intrigued a group of</i>	<p>AC: 12 + Constitution Modifier AC Bonus: +1</p> <ul style="list-style-type: none"> ● You can have an

		<p>young and old Akaluden “cultists” interested in myths, legends, conspiracy theories, spirits, and supernatural possession. This “cult” has come up with many crazy theories such as a Curse that prevents a Carzo from reaching past fifty years old, Unove being secretly dead, the Gralbu family still being alive, Grandose Indra being the 12th Supreme Being, Mersa acting as the Wraith, and other unbelievable theories. With the case of the Falcoyre Swamp Monster, they believe that the appearance of the “beast” signifies the arrival of a tyrannical monster. In order to protect themselves from the future threat, the “cult” created replicas of a Swamp Monster suit that protects them from supernatural figures; the most surprising part is that it’s actually quite effective against Mythical creatures and spirits. “Beware the supernatural figures.”</p>	<p>advantage in resisting any form of manipulation.</p> <ul style="list-style-type: none"> Any magical based attacks done against you by a Spiritual or Mythical Creature will be reduced by your AC + Constitution Saving Throw. You can make a DC 13 Charisma Saving Throw against semi-weak, unintelligent creatures; if you fail, the creature will focus on you, if you succeed, the creature is Frightened for 1 rotation. You are able to breathe underwater for 10 minutes. If Helovo Xira wears the Swamp Monster Set, all his Charisma Checks against creatures will be at disadvantage. This effect is not applicable to the Frighten Ability of the set.
<p><i>Prodigy Practitioner Set (Light Armor)</i></p>	<p><i>Legendary 9 Platinum Coins</i></p>	<p>The Prodigy Practitioner Set is a black and white, clerical-like outfit worn by individuals worthy of the title “Angenilus,” which means “Angelic Doctor.” As of Year 420, less than fifteen individuals currently hold this title, one of the most notable Angenilus is Meligen Sanford, a prominent World Beyond member that created a second Elixir of Life. The Prodigy Practitioner Set is not only a sign of great medical achievement, but it also augments the wear’s</p>	<p>AC: 11 + Charisma Modifier + Wisdom/Intelligence Modifier AC Bonus: +3</p> <ul style="list-style-type: none"> Whenever you activate a Defensive or Healing Spell, you and the affected creature(s) will gain a +1 to AC. This effect can be stacked a total of 6 times per creature. If your AC is 20 or above, you can either double your Maximum Hitpoints or Magic Charges. This effect lasts until the end of the battle. The Healing Output of

		<p>healing and support spells and abilities. There are currently fifty replicas of the Prodigy Practitioner Set because not many individuals are capable of attaining the same medical level as people like Sanford, however, this may change in the near future. "Receive the touch of an angel."</p>	<p>your Spells increase based on your Charisma and Wisdom/Intelligence Saving Throw.</p> <ul style="list-style-type: none"> • The Hitpoints of all your Barrier Spells are doubled. <ul style="list-style-type: none"> • When you reach 0 Hitpoints, you will only need to succeed 1 Death Saving Throw. This effect can only be activated 2 times per day. • Activation Effect: You can extract any amount of Hitpoints from your Barriers and distribute them to yourself and/or other creatures. This can be used 3 times per battle. • Activation Effect: You can sacrifice any amount of your Hitpoints and give your Barrier(s) double the amount. This can be used 2 times per battle.
The Wraith Replica Set	Uncommon 40 Silver Coins	<p>The story of the Wraith has been around since the early stages of Akalunden history. The original stories of the Wraith state that there was a female group that all took the role of the Wraith, with this persona, they began to abduct Akalunden individuals, mostly children, noblemen, and infamous figures. Despite their lack of action towards benevolent individuals, many Akalundens are still on edge about the Wraith; the stories involving the supernatural entity never fails to haunt the bravest of children. The Wraith has slowly become a mythical tradition for the Akalundens that some individuals take it upon</p>	<ul style="list-style-type: none"> • You gain a +2 to your Charisma (Intimidation) Checks. • During Chase Combat, you gain an advantage in Dexterity (Stealth) Check, and a +2 to Wisdom (Survival).

		<p>themselves to dress up as the Wraith, to show respect and beg for mercy. The costumes that are currently being sold reflect the older Wraiths, who had long, flowing hair and oversized, drifting dresses, which completely contrast from the modernized interpretation of the Wraith, who wears a roguish like outfit that still retains a ghost-like appearance. “Behave and sleep early.”</p>	
<p><i>Byshida Garbs</i> (Medium Armor)</p>	<p><i>Legendary</i> 5 Platinum Coins</p>	<p>The Byshida Garbs are the traditional wear of the Byshida family clan; the outfit heavily resembles the armor worn by Elvilian warriors of the 2nd century. The Byshida Garbs are equipped with striped, scaled sleeves, shoulder pads, greaves, and a leather-like cuirass; the modern variants of the armor carry extra equipment like a horned helmet and chin-to-cheek armor. Despite the bulky appearance of the armor, the wearer is capable of moving normally due to the armor’s light nature. Many warriors across the world claim that the Byshida Garbs are the perfect outfit for a fighter due to the armor’s great durability and ease of maneuvering, however, only strong and skilled Byshida members are given the armor set. “Armor as tough as dragon scales.”</p>	<p>AC: 14 + Dexterity Saving Throw AC Bonus: +3</p> <ul style="list-style-type: none"> • The effects of the Byshida Garbs only activate when you have the Byshida Subclass. • You can add your Highest Saving Throw to any attack roll and damage that involves blades. • You gain 2 Extra Reaction Opportunities specifically for Block, Parry, and Disarm. • Your sheathed attack gains additional damage equal to your Highest Saving Throw. • You no longer need to expend an action to change Blade Modes. • The rotation time for the Body Part Effects will last longer based on half your Dexterity Modifier. • The Decimate Reaction can now be utilized using the Extra Reaction Opportunities given to you by the Byshida Subclass.
<p><i>Maiden’s Sweater</i></p>	<p><i>Epic</i> 5 Gold Coins</p>	<p>The Maiden’s Sweater is made out of the Megalapagos’s fur and was</p>	<p>AC Bonus: +2</p> <ul style="list-style-type: none"> • The Maiden’s Sweater gives you a resistance

		<p>intended to be an exclusive reward for the Heroine that saved Barcigul and Binary Volcano, however, she specifically requested for more sweaters to be made for the citizens as well in order to better protect them from future blizzard threats. The citizens accepted the maiden's request, however, the Megalapagos Hide is now in extremely low quantities, making the sweater much more expensive. Despite the Maiden's Sweater's simplistic nature and rather silly logo of the maiden's feathered tiara, the sweater actually grants the wearer with resistance seen in enchanted pieces of equipment. Not only is the Maiden's Sweater great for winters, but it is somewhat practical in battle. "The best time to wear it.. is all the time."</p>	<p>towards the Nature and Weather Archetype.</p> <ul style="list-style-type: none"> • A creature that makes a melee-based attack against you must make a Strength Saving Throw; on a success, the attack goes through if the creature also succeeds their Attack Roll, on a fail, your AC increases by the weapon's Attack Bonus for the turn. • You are unaffected by the cold.
Great Hero Crown	Mythical 300 Platinum Coins	<p>The Great Hero Crown is a golden-ornate, feathered headdress that covers the top portion of the forehead all the way to the side of the face; this prestigious crown was originally for the heroic Gralbu family, but is now being rewarded to those worthy of being "Surumlos's Greatest Heroes." As of Year 420, without counting the Gralbu family, only four individuals have been granted this reputable crown, the most recent recipient being Virucles Alcides. The crown can also be purchased from the Surumlos Empire, however, its cost could only be purchased through a great</p>	<p>AC Bonus: +3</p> <ul style="list-style-type: none"> • You can summon the Magical Incarnation of Gianzu, Lumienza, and Balcos, which last for 12 hours. Gianzu and Lumienza can be summoned once a month, and Balcos can be summoned once a week. <ul style="list-style-type: none"> ◦ The Balcos Magical Incarnation is the spirit of the original, while the Gianzu and Lumienza Incarnations are somewhat identical to the original. • While wearing the Great

		<p><i>Hero's earnings, or just an extremely wealthy individual. The crown is not only a reward, but it also grants the individual with similar abilities to Gianzu, Lumienza, and Balcos. "The pinnacle of heroism."</i></p>	<p><i>Hero Crown, you gain the following benefits:</i></p> <ul style="list-style-type: none"> ○ <i>All your Ability Score Modifiers increase by +2.</i> ○ <i>All rolls are done at double advantage and gain a +2.</i> ○ <i>When you reach 0 Hitpoints, you will need to succeed 1 Death Saving Throw to get up. This can be used a total of 5 times per day.</i>
<p><i>Frilly Nightgown</i></p>	<p><i>Common 60 Bronze Coins</i></p>	<p><i>The Frilly Nightgown is a short, feminine dress coated with plenty of floral motifs. Not only is the dress aesthetically pleasing to look at, it is also stated by most women that it is loose, comfortable, and easy to wear. Many women simply wear the Frilly Nightgown as their undergarment due to the dress's light and airy nature. Currently, Frilly Nightgowns come in darker colors, however, more lighter red and pink variants have begun to emerge. "Sweet dreams."</i></p>	<ul style="list-style-type: none"> ● <i>After sleeping while wearing the Frilly Nightgown, you gain a +2 to your next 1D4 rolls.</i>
<p><i>Iron Defender</i></p>	<p><i>Common 80 Bronze Coins</i></p>	<p><i>The Iron Defender is an abnormally large shield typically reaching from a user's feet to their shoulders, although the user is heavily protected, many people have considered the shield to be impractical because of its size. The Iron Defender is bordered with strong iron, but the middle of the shield is typically made out of wood, many people have customized the wooden part</i></p>	<ul style="list-style-type: none"> ● <i>Creatures must have a 17 or above in Strength to utilize the Iron Defender correctly.</i> <ul style="list-style-type: none"> ● <i>You gain ¾ cover</i> ● <i>Your Movement Speed is reduced by 10 feet.</i> ● <i>You must roll a DC 14 Dexterity Check to make an Attack.</i>

		of the shield to represent who they are fighting for in their battles. "It's like hiding behind a wall."	
<p><i>Dexter Eye</i></p> <p><i>*300th item made</i></p>	<p><i>Epic</i></p> <p><i>75 Silver Coins</i></p>	<p>The Dexter Eye is a special talisman created by an individual that lost his right eye during his career as an assassin. During one of his espionage missions, the assassin's right eye was scarred and burned away by a falling torch that wielded everlasting flame. The individual quit his role as an assassin and pursued the dark arts of Witchcraft Magic. Through his studies, the individual became knowledgeable and capable enough to become a Warlock, which allowed him to make the Dexter Eye talisman. The Dexter Eye is a special monocle that one can magically attach on the right eye; the talisman can either be activated by waiting a few moments, or forcefully activated by using a Witchcraft Magic Charge. When the talisman is activated, the wielder's eye glows red, and their perception capabilities are greatly enhanced. "I look with my dexter eye."</p>	<ul style="list-style-type: none"> • AC Bonus: +1 • Activation Effect: You can roll a DC 12 Wisdom (Perception) Check to activate the Dexter Eye's effects, which last until the end of your turn. <ul style="list-style-type: none"> ○ You gain an Extra Action during your Extra Phase, but you cannot use this Extra Action to attack. ○ The Foresight Action is done at advantage and gains a +2. ○ The Search Action is done at advantage and gains a +2. <ul style="list-style-type: none"> ○ You gain knowledge of a chosen creature's one weakness. This can only be used once on a creature. • At the beginning of your turn, you can expend 1 Witchcraft Magic Charge and gain the following effects until the end of your next turn; you can activate this 3 times per battle: <ul style="list-style-type: none"> ○ You cannot lose Reaction Opportunities. ○ All Reaction rolls increase based on your Charisma Saving Throw. ○ All Attack Rolls are done at double advantage, and

			<p>the roll increases based on your Charisma Modifier.</p> <ul style="list-style-type: none"> ○ You gain Magical Dark Vision.
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<p><i>Shield Guardian</i></p> <p><i>*November 11, 2021 new item</i></p>	<p><i>Epic</i></p> <p><i>6 Gold Coins</i></p>	<p><i>The Shield Guardian was an Ezelyfa creation that originally replaced Elvilians as guards during the mid 3rd century. The Shield Guardians were magical and durable machines that could dispose of any common criminal; they were also efficient in common work such as farming. However, many low class and even middle class Elvilians were afraid that the Shield Guardians were taking their jobs, which led to the Mechanical Revolution. Some low and middle class Elvilians fought against the Shield Guardians and realized their glaring weakness; without Magic, the Shield Guardians would not function. Considering that many Elvilians have the ability to take away magic, the concept of Shield Guardians as guards was discontinued. Currently, many Elvilian engineers reconfigured the Shield Guardians and made them part bodyguard, and part shield; these variants of the Shield Guardians are sold in many Magical establishments and high-end blacksmiths. "Roll out!"</i></p>	<ul style="list-style-type: none"> ● AC Bonus: +2 ● When you make the Defend or Block Action, you can reduce any incoming damage by 25. ● Activation Effect: You can transform the shield into a The Shield Guardian (Use the Stat Block). The Shield Guardian is always loyal to you. <ul style="list-style-type: none"> ○ If the Shield Guardian reaches 0 Hitpoints, the shield returns to its normal form and the Activation Effect can be used again after a long rest.
<p><i>Guard Gauntlet</i></p>	<p><i>Uncommon</i></p> <p><i>65 Silver Coins</i></p>	<p><i>The Guard Gauntlet is a 4th century Dovark shield that is wearable in one hand. The</i></p>	<ul style="list-style-type: none"> ● AC Bonus: +1 ● Equipping the Guard Gauntlet does not take

		<p>gauntlet component allows the hand to have free reign and is located on the side of the shield component. There is also a lid area that can hold molten rocks, which allows the Guard Gauntlet to act as a lantern. Dovark warriors wield this gauntlet during dungeon or cave-based escapades, and it is also useful during battle because a weapon can be held in the same hand. Currently, Barbathos and his fellow warriors have revolutionized the Guard Gauntlet to be highly customizable for the Dovark people, while the rest of the world only possesses the original Guard Gauntlet design. "Slash and bash em."</p>	<p>your Main Hand or Off-Hand place.</p> <ul style="list-style-type: none"> You can use your Preparation or Extra Phase to put 1 pint of oil inside the Guard Gauntlet lid, which will cast bright light in a 30-foot cone and dim light for an additional 30 feet. This will last for 6 hours. <ul style="list-style-type: none"> If Fire Magic is used, then the time increases by 6 hours per stage. You can cover the light during your Preparation or Extra Phase. If the Guard Gauntlet is lit and there are creatures within a 5-foot radius of you, those creatures must roll a DC 14 Constitution Saving Throw or gain disadvantage on all rolls for 1 rotation. A creature immune to blindness is unaffected. This effect cannot be used on the same creature(s).
Spike Bound Shield	Common 80 Bronze Coins	<p>The Spike Bound Shield was originally a primitive wooden shield with spikes. Many warriors from the past thought that placing spikes on their shields would augment their battle prowess; however, the wooden shields would easily shatter and scatter the spike components, which sometimes caused fatal injury. The original model was improved upon and perfected during the 2nd century. The new design is made of wooden and metallic properties, stands nearly five</p>	<ul style="list-style-type: none"> Creatures must have a 17 or above in Strength to utilize the Spike Bound Shield correctly. Your Movement Speed is reduced by 10 Spaces. When you use the Defend or Block Action, you can reduce the incoming damage by 5. <ul style="list-style-type: none"> If a physical attack is made against you, the aggressor will take 2D8 Piercing Damage. When you move in a creature's space, that creature will take 1D8

		<p>feet tall, and is brimmed with spikes in the middle and edge sections. Warriors who wield this mighty shield will sacrifice their mobility for more power and defense. “Conquer spike mountain.”</p>	<p>Piercing Damage.</p> <ul style="list-style-type: none"> You must roll a DC 13 Dexterity Check to make an Attack.
Abyssal Barrier	<p>Legendary 6 Platinum Coins</p>	<p>The Abyssal Barrier is a magical shield that proved essential during Gianzu Gralbu’s ascent towards the Upper Realms. Before he could reach the glorious mountaintop, Gianzu needed to endure the thick magical fog of the Lower Realms. Almost no individual could withstand the void particles of the air, however, Cueli Darvito’s Abyssal Barrier was more than sufficient for Gianzu. The shield absorbed the negative properties of the fog and allowed Gianzu to reach the top without worrying about the environmental hazards. As of Year 420, the original shield is not accessible to the public and lies at Lumienza Gralbu’s shrine like many of the Gralbu artifacts. However, many talented mages were able to nearly replicate the core functions of the original. “Quell the storms.”</p>	<ul style="list-style-type: none"> AC Bonus: +3 When you use the Defend or Block Action, any projectile-based attack that deals below 200 Damage will instantly be nullified. Once this effect is used, it cannot be used again until the start of your next turn. You can expend a Reaction Opportunity when a magic projectile is made against you. You can absorb the attack and regain Spell Slots or Magic Charges equal to $1D6 + 2$ for each Stage/+1 for each Spell Level. Activation Effect: You can create a magical dome that covers a 5-foot radius for 3 rotations. You can use this effect again after a short rest. The barrier will grant the following benefits: <ul style="list-style-type: none"> The Barrier has 200 Hitpoints. You are behind Full Cover. The Barrier can only be damaged by Physical based attacks. Only projectile based attacks that deal at least 100 damage can pass through. Any gas-based attacks/effects are

			nullified.
<i>Soul Eater Shield</i>	<i>Mythical 18 Platinum Coins</i>	<i>The Soul Eater Shield is a powerful talisman that has near limitless potential. The Witches and Warlocks who created this malicious shield were interested in all aspects of death; they believed that the secrets of death can be unraveled by utilizing and interacting with the power of spirits, which culminated into the Soul Eater's creation. The shield is capable of trapping countless spirits within its vessel; however, there was an apparent side effect when a Changeling's spirit was taken. The Changeling that was eaten was capable of manipulating the compounds of its soul, which allowed it to manifest itself within the shield and roam Surumlos freely. Before the Changeling could start another global disaster, the Witches and Warlocks sealed the Soul Eater forever. There are still duplicates of the Soul Eater Shield at high-end magic establishments and at a few black markets, but they are not as potent as the original. "Your soul is mine."</i>	<ul style="list-style-type: none"> • AC Bonus: +3 • You can make an Intelligence or Wisdom Saving Throw; if you succeed and there are lingering spirits, you can trap that spirit within the Soul Eater Shield. The name of the spirit will be etched in the middle of the shield. You can have a total of 10 souls. You cannot retrap the same souls. • You can regain Hitpoints, Spell Slots, Charges, Dices, and/or Magic Charges from your trapped souls. • If you or an ally within range (30 feet) are successfully attacked, then you can send out one of your souls to take the damage. If the soul reaches 0 Hitpoints, then it is no longer trapped in your shield. • If the Soul Eater Shield has 10 souls, then the AC Bonus of this shield becomes +5 and you gain temporary Hitpoints equal to all your Saving Throws combined. If you run out of temporary Hitpoints, it can be regained through a long rest. • You can call forth one of your souls; it takes a spiritual form and you can speak with it. The spiritual soul is intangible, but magical means like Greater Restoration can still affect it. This lasts for 1

			<p>hour. After the duration, the soul is set free.</p> <ul style="list-style-type: none"> • A soul trapped within the Soul Eater can received through Magical means (the lowest form being Greater Restoration) • If you die and there are at most 9 souls stored in the Soul Eater, your soul will be trapped in the Soul Eater.
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❖ *List of Scrolls and Spell Tomes*

<i>Name</i>	<i>Rarity & Average Price</i>	<i>Description</i>	<i>Effect</i>
<i>Vivid Stanza Scroll</i>	<i>Uncommon 10 Silver Coins</i>	<i>The Vivid Stanza Scroll was created by Clover Arcanda, one of the faces of the Ruby Clover Magic House. Unlike her sister, Clover is into literature, more specifically, romantic poems. She was always happy with whatever she wrote, however, she believed that her words could have more feeling and expression, so she created the Vivid Stanza Scroll. Clover's invention allowed the user to make each chosen stanza pop out in a more visual and magical sense. Currently, the scroll is popular among those wanting to express their romantic feelings. "Lovely words are in the air."</i>	<ul style="list-style-type: none"> • You can make a stanza pop out more visually. • Depending on when you're reading your poem, you can gain a double advantage on all Charisma Checks.
<i>Spark Fuse Scroll</i>	<i>Uncommon 85 Silver Coins</i>	<i>The Spark Fuse Scroll allows the user to infuse any magic of their choosing with Lightning Magic; the Magic Stage of the scroll will be</i>	<ul style="list-style-type: none"> • You can use the Spark Fuse Scroll to infuse Lightning Magic with any of your Magics for a turn; the Magic Stage of the

		<p>equivalent to the infused magic, however, the user can lower the Stage if necessary. Plenty of warriors and even some mages only see this scroll as just a niche tool and nothing more, however, more tactical individuals are capable of invoking plenty of destruction without infusing the scroll with any magic. Through multiple tests, people have discovered that the Spark Fuse Scroll has a built in magnetism strong enough to quickly pull in a couple tons of metal, making it a surprisingly dead weapon. "Let the sparks fly."</p>	<p>Lightning will be equal to the chosen Magic, however, you can lower the Lightning Magic Stage.</p> <ul style="list-style-type: none"> ○ Your Magic attack deals additional 1D6 Lightning Damage for each stage. ● You can imbue any designated target with the Spark Fuse Scroll; that target will act like a strong electric current that wields a strong magnetic pull. This effect can last a maximum of 10 rotations, but you can stop it any time.
Cancer Bite Scroll	Rare 2 Gold Coins	<p>The Cancer Bite Scroll is a dangerous scroll with a dark history; despite it being legal, it is one of the most controversial scrolls out there. The Cancer Bite Scroll was used to assassinate Athtar Keidark, a notable Ezelyfa cabinet member during the 3rd century. When an individual uses the Cancer Bite Scroll's effects, the target typically doesn't notice; the scroll first acts like a non-lethal sickness, then it slowly builds up into something lethal. Athtar did not notice the scroll's effects, and he never did since he died in his sleep. The Cancer Bite Scroll is not as effective now since the effects can easily be nullified by plenty of medicinal items, or through the Flower Flask; however, its scroll's effects will eventually be irreversible if allowed the time to develop. "Keep one eye open."</p>	<ul style="list-style-type: none"> ● When you inflict the effects of the Cancer Bite Scroll upon a creature, that creature can make a Wisdom (Insight) check, with advantage if the creature has knowledge of the scroll; if they succeed, they will be aware of the scroll's effects. If they fail, the creature is unaware of the scroll's effects and must wait 2 rotations to make another Wisdom (Insight) check. The Wisdom (Insight) check roll will be a guaranteed advantage after the first roll. ● The Cancer Bite Scroll will deal 1D4 Poison Damage every rotation; the creature can only use a spell or medicinal item to get rid of the status ailment. If the status ailment reaches its 10th rotation, the affected creature will begin to take

			<p>5D100 Poison Damage every rotation; the creature can only use an extremely powerful spell or medicinal item to get rid of the ailment..</p>
<p><i>Flame Body Scroll</i></p>	<p><i>Uncommon 75 Silver Coins</i></p>	<p><i>The Flame Body Scroll allows the user to transform a part of their body, or their entire body into live flame. Despite the scroll's simple effect, controlling a body part made of flames is extremely difficult for those unfamiliar with unorthodox movements like lightning surging or shadow roaming. Many individuals who never receive proper training typically bring danger to themselves; there have been many accidents with the scroll, such as being taken by the rivers or drowning in extremely humid places, which happen at least eighty five times a year. However, with proper practice, you will be able to roam around and freely dodge any physical attacks almost effortlessly. "Be one with the flames."</i></p>	<ul style="list-style-type: none"> You can transform a part of your body, or your entire body into live flame for 3 rotations. <ul style="list-style-type: none"> Your attacks deal additional 1D6 Fire Damage. When a creature is making an attack against you, you can activate 1 of the following effects: <ul style="list-style-type: none"> If you are successfully hit with a physical attack, you deal damage back equal to $\frac{1}{3}$ of the damage you received. The attack type will be Fire Damage. You can make a Dexterity Saving Throw with advantage; if you fail, you are hit by the attack, but if you succeed, you completely dodge the attack. If the creature was making a physical attack, they will take 3D12 Fire Damage.
<p><i>Electric Body Scroll</i></p>	<p><i>Uncommon 1 Gold Coin</i></p>	<p><i>The Electric Body Scroll works similarly to the Flame Body Scroll; besides the new lightning attribute, the user will encounter less environmental obstacles since the live lightning form</i></p>	<ul style="list-style-type: none"> You can transform a part of your body, or your entire body into live lightning for 5 rotations. <ul style="list-style-type: none"> Your attacks deal additional 1D8 Lightning Damage.

		<p>does not have a weakness. However, lightning surging is much more difficult and strenuous than fire spreading. The user will need to be accustomed to the sudden and fast movement of lightning; those who experience frequent motion sickness should not try the Electric Body Scroll for their own safety. In the live lightning form, the user can travel almost everywhere and seep through extremely small crevices; the only place the user cannot enter is underwater, however, the user can still stay afloat. "With the electric fusion, man will be more than whole."</p>	<ul style="list-style-type: none"> • When a creature is making an attack against you, you can activate 1 of the following effects: <ul style="list-style-type: none"> ◦ If you are successfully hit with a physical attack, you deal damage back equal to $\frac{1}{3} +$ Dexterity Saving Throw of the damage you received. The attack type will be Lightning Damage. ◦ You can make a Dexterity Saving Throw with advantage; if you fail, you take half damage and deal 1D4 Lightning Damage, but if you succeed, you completely dodge the attack. If the creature was making a physical attack, they will take 4D12 Lightning Damage. • You can enter extremely small crevices and travel an extra 20 feet vertically up during your Movement Phase.
Ravenous Inferno Wall Scroll	Epic 14 Gold Coins	<p>The Ravenous Inferno Wall Scroll was created by one of the Three Pillars of Falcoyre, Beltro Pragma. The scroll allows the user to create a giant, burning wall that completely mitigates most magical attacks. During his time as an active pillar member, Beltro would get</p>	<ul style="list-style-type: none"> • When you activate the Ravenous Inferno Wall Scroll, you can place a wall that covers a 10-foot radius around you or any creature(s). • The wall has a total of 100 Hitpoints and an AC of 16. <ul style="list-style-type: none"> • You can choose to temporarily dispel the

		<p>some flack from the other two members for not having any defensive moves, which was why he was considered the weakest of the three. In order to vanquish his weakness, Beltro created the Ravenous Inferno Wall scroll, which even impressed the two pillar men. Many Falcoyre Royals members who often purchase and utilize the scroll have a near perfect mission success rate. "Now I'm not just playing with fire."</p>	<p>wall; for each rotation the wall was dispelled, it regains 1D12 Hitpoints.</p> <ul style="list-style-type: none"> • When the wall reaches 0 Hitpoints, it transforms into a large fiery beast. The user can command the beast to attack any creature and deliver an AOE attack that does 100 Explosion Damage + Highest Saving Throw + the extra damage it received when it was at 0 Hitpoints.
Stream Control Scroll	Rare 2 Gold Coins	<p>The Stream Control Scroll is a popular beginner scroll that allows the user to freely manipulate the movement of their Magic without any difficulty. An individual that is starting a Scroll-Based class will typically be taught how to utilize a scroll, mostly through the help of the Stream Control Scroll. Despite its ease of use, almost every individual that can consistently afford scrolls always picks up the Stream Control Scroll because of its efficiency and versatility. The scroll can regulate your magic usage so spells that provide light and other small utility spells last longer, it can be used to fully manipulate a projectile attack and help it through a tight corridor, and can maintain flight spells and other similar spells for a certain amount of time even if you run out of Magic. "Let the stream flow."</p>	<ul style="list-style-type: none"> • When you activate the Stream Control Scroll, you can activate 1 of the following effects for 2 rotations: <ul style="list-style-type: none"> ○ You can control the movement of all your Magical attacks. ○ You can make a Magical Effect(s) last for 2 more rotations. ○ You can activate a spell from a Magic that you're lacking Magic Charges in.
Blaze Burst Scroll	Rare 5 Gold Coins	<p>The Blaze Burst Scroll is an effective augmentation scroll that immensely strengthens a user's destructive capabilities</p>	<ul style="list-style-type: none"> • When you activate the Blaze Burst Scroll, you gain the following effects for 1 rotation.

		<p>through Fire, Explosion, and Lightning Magic infusion; the initial effects of the scroll can potentially be multiplied depending on the user's chosen magic. Individuals that wield resistances to heat like Akalundens and Infernalings are not safe against the effects of the Blaze Burst Scroll; an individual with Stage 3 Fire is capable of disintegrating a normal Akalunden, and inflicting devastating burn marks on an Infernaling. Its destructive potential comes with evident self danger; this scroll, along with the Flame Body scroll, are the scrolls that cause the most accidents. "Burn baby, burn."</p>	<ul style="list-style-type: none"> ○ All your Magical Attacks are imbued with Fire, Lightning, and Explosion Magic (Meaning that the damage is triple critical) ○ If the creature you are attacking is weak to Fire, Lightning, or Explosion Magic, your final damage is doubled.
<p><i>Lightweight Scroll</i></p>	<p><i>Rare 5 Gold Coins</i></p>	<p>The Lightweight Scroll was created by a Harpy that had trouble flying with overgrown wings. She didn't want to minimize the size of her wings since she liked that aspect about her wings, so she eventually created the Lightweight Scroll, which allows the user to lower their mass. The scroll itself proved much more beneficial to Vigor and Gravity users. Obviously, a Vigor user will be able to take advantage of the Lightweight Scroll since chucking an object or individual will be made easier; however, for Gravity users, despite the normal law of gravity, the amount of mass that a user can lift with magic is essential in most Gravity spells. Using the Lightweight Scroll on an individual or object will eliminate the magic strength</p>	<ul style="list-style-type: none"> ● You can choose at most three targets and reduce their mass. This will last 10 rotations, but you can end it at any time. <ul style="list-style-type: none"> ○ Any Gravity related spells no longer have a required prerequisite Strength against targets affected by the Lightweight Scroll. ○ All Gravity related spells will be done at double advantage against targets affected by the Lightweight Scroll.

		<i>prerequisite of Gravity users, making them nearly unstoppable. “Say goodbye to variant encumbrance.”</i>	
<i>Duplication Scroll</i>	<i>Mythical 38 Platinum Coins</i>	<i>The Duplication Scroll was made by an individual who mastered both Spirit and Transformation Magic. At first, the scroll was sold for only a couple Silver Coins and was deemed as an extremely innovative creation, however, many malevolent individuals were using it to create large armies of criminals and Mythical beasts. Grandose Indra had to intervene and ban the scroll until it was tweaked. The Duplication Scroll now is not as potent as the original, and it costs a lot more than before, however, it is still capable of duplicating any object or sentient life. “And then there were two.”</i>	<ul style="list-style-type: none"> • <i>The Duplication Scroll can duplicate any singular object or sentient life in an instant. The scroll can only be used once.</i> <ul style="list-style-type: none"> • <i>If you duplicate a creature, the clone will wield the original’s exact Ability Scores, Saving Throws, Hitpoints, Movement Speed, Armor Class, Resistances, Immunities, Weaknesses, Skills, Artificial Spells, Magic Spells, Subclass abilities, and NPC Abilities (if the original has any). The clone’s allegiance will always be with the individual who casted the Duplication Scroll.</i> • <i>If you duplicate an object, the clone will wield all the original’s attributes and effects (if it has any).</i>

<i>Genderbend Scroll</i>	<i>Epic 85 Gold Coins</i>	<i>The Genderbend Scroll was made by complete accident by an Elvilian that wanted to make a scroll similar to the Alpha Omega Spell Tome and Magical Buff-Up spell. The Elvilian individual felt as if he needed such a scroll in order to become as powerful as his Elvilian brethrens; he managed to have accomplished his goals, but he needed to change his gender to do so. Due to the fascinating and rather unorthodox effects of the scroll, some Magic Houses</i>	<p><i>The effects of this scroll can only be dispelled by the user or an extremely potent spell.</i></p> <ul style="list-style-type: none"> • <i>You turn into the opposite Gender.</i> • <i>If you turn into a Male, you can choose to increase your Maximum Hitpoints by half your current Maximum Hitpoints, or gain double advantage on all Saving Throws.</i> • <i>If you turn into a Female, you can choose to increase your AC by 1D8 (reroll 1s and 2s), or gain</i>
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		<p><i>began creating this scroll to sell to those interested in its potential. “What just happened?”</i></p>	<p><i>a +2 and advantage for an Ability Score of your choice.</i></p> <ul style="list-style-type: none"> • <i>You cannot use another Genderbend scroll while a current one is active.</i>
<p><i>Aqua Spray Scroll</i></p>	<p><i>Common 35 Silver Coins</i></p>	<p><i>The Aqua Spray Scroll was created by an individual that was close to perishing in the harsh landscapes of the Deathly Halls desert. He was able to combat the dangers of the desert, however, the lack of water proved to be his greatest adversary. The deprived man spent days writing on a piece of cacti until he finally made the Aqua Spray Scroll, which imbues a designated object or individual with water. The man was able to save himself by filling up the desert’s cactus with water. The Aqua Spray scroll is now a solid beginner scroll because it shows individuals the basic functionalities and utility options of a scroll. “All I need is water.”</i></p>	<ul style="list-style-type: none"> • <i>You imbue a total of 3 creatures and/or objects with Water Magic particles.</i> <ul style="list-style-type: none"> ○ <i>You can get certain effects depending on the applied property (Ex: Using the scroll on sand will create quicksand)</i> ○ <i>An affected creature will can potentially gain new weaknesses (Ex: Most individuals would be more susceptible to Lightning Magic)</i> ○ <i>An affected creature has a chance of abruptly ending their Movement Phase, which is determined by a DC 16 Dexterity Saving Throw.</i>
<p><i>Form Change Spell Tome</i></p>	<p><i>Legendary 3 Platinum Coins</i></p>	<p><i>The Form Change Spell Tome was created by a woman that murdered a Skylae nobleman; in order to escape the Heavenly Arms, she created the Form Change Spell Tome to completely change her entire persona. She had nothing to go back to since the world was against her, however, despite her elaborate plan, the Anotios was still able to find her true</i></p>	<ul style="list-style-type: none"> • <i>The Form Change Spell Tome gives you access to Stage 3 Transformation Magic, with Magic Charges equal to your Highest Ability Score Modifier.</i> <ul style="list-style-type: none"> ○ <i>However, unlike the normal Stage 3 Transformation Magic, you cannot replace lost body parts.</i>

		<p>identity and execute her on the spot; the Anotios' subordinates analyzed the woman's spell tome for almost half a year before it finally debuted to the public. Before purchasing the Form Change Spell Tome, try to remember the Anotios' warning when he says, "If you try to hide your true self in order to mask your crimes, I will know, and you will be executed."</p>	<ul style="list-style-type: none"> ○ You are able to put down as many as 50 different identities.
Alpha Omega Spell Tome	<p>Legendary 7 Platinum Coins</p>	<p>The Alpha Omega Spell Tome is a powerful utility tome to use before a battle; it amplifies the user's Magic Stages and grants enhanced flight. Many notable Harpy Champions utilized this spell tome in order to combat massive threats like dragon and hydra waves. One time, a singular Harpy Hero was able to combat against an army of 150 angry Dovark savages all by himself; after he defeated them all, he stated that he wouldn't be able to do it without the tome. "Knowledge is power."</p>	<p>The effects of this tome will last for four rotations. The effects of this spell tome can only be activated twice per day.</p> <ul style="list-style-type: none"> ● The damage of all Magical Attacks will increase by the combined number of all your Ability Score Modifiers. ● You can roll a D10 or higher to regain a Magic Charge during your Preparation or Extra Phase. ● You gain a new Flying Speed of 150 Feet. If you already have flight, your new Speed will be 300 Feet. ● If a creature attacks you for the first time, you gain AC equal to your Highest Saving Throw.
Death Bringer Spell Tome	<p>Epic 90 Gold Coins</p>	<p>The Death Bringer Spell Tome was created and used by the evil witch Elphabra; she used it to terrorize a small village under Cresentzen. The spell gave Elphabra deathly powers that can immediately incapacitate or kill an individual at any random time. Her reign of terror</p>	<ul style="list-style-type: none"> ● When you activate the Death Bringer Spell Tome, you can choose 1 of the following effects: <ul style="list-style-type: none"> ○ Your next magical attack will deal additional 2D10 Deathly Damage; if you make a DC 20 Constitution

		<p>among the villages lasted almost a year, until she was defeated by the Harpy Hero Lithodon Relgario; however, the power of the Death Bringer Spell Tome was also able to put down the hero. The magic society soon after released a weaker variant of the spell tome that is currently being sold in many magic institutions and establishments. "Death is coming."</p>	<p>and succeed, then you will deal additional Death Damage equal to half your maximum Hitpoints + Highest Saving Throw.</p> <ul style="list-style-type: none"> ○ When you attack a creature that has a status ailment, attacks against that creature will deal double damage that cannot be resisted. ○ When you successfully hit a benevolent creature (Ex: People with benevolent magic, fairies, etc), that creature must make a Constitution Saving Throw; if they succeed, nothing happens, but if they fail, then they will be stunned for 1D4 rotations.
<p><i>Nature Madness Spell Tome</i></p>	<p><i>Epic 75 Gold Coins</i></p>	<p>The Nature Madness Spell Tome was created by a Saelam cult composed of Hobkes that wielded demonic Blood Magic; unlike most Hobkes, these individuals were cunning and observant. More specifically, these Hobkes saw the potential of Plant Magic, so to capitalize on their realization, they combined their Blood Magic with some Plant Magic in order to create a spell tome that exemplifies natural</p>	<ul style="list-style-type: none"> ● You can constrict a designated creature with bloody vines for 1D4 rotations; while constricted, the creature cannot make any actions until they free themselves using a Dexterity Saving Throw. ○ Every rotation the creature is constricted, that creature takes 2D12 Demonic Nature Damage,

		<p>destruction. Some individuals that traveled to Saelam found some of the original Nature Madness Spell Tome and began creating weaker, and more legal versions of the Spell Tome for the rest of society to purchase. Not many people know the extent of the original tome's power. "A natural beast that only serves as a warning."</p>	<p>and you regain Hitpoints equal to the damage. The damage increases by 2D12 every 2 rotations the creature is constricted.</p> <ul style="list-style-type: none"> You can summon up to 5 giant, ferocious venus flytraps that will always side with you. <ul style="list-style-type: none"> These creatures have a total of 75 Hitpoints and an AC of 15. They wield the same constricting ability as the spell tome and a Bite action that does 2D8 Demonic Nature Damage, the Bite's damage increases by 2D8 when the creature is constricted.
Virtuous Fruit Scroll	Rare 1 Gold Coins	<p>The Virtuous Fruit Scroll was inspired by the fruits of Surumlos' Eden Tree. Similar to the Eden Tree's fruits, the edible components that come from the Virtuous Fruit Scroll were capable of mending minor injuries and illnesses, and heal an individual by a sufficient amount. The scroll was always known as just a simple medical scroll until the day Prince Primon was dethroned from his role as Ezelyfa's Champion. Anea Zenfoza was able to mitigate most of the damage she took from Primon by eating the fruits from the Virtuous Fruit Scroll. The scroll is now seen as an extremely versatile scroll that can be used by</p>	<ul style="list-style-type: none"> Every time you or an ally successfully make an attack, you can plant a Virtuous Tree in any spot. Eating a fruit from the Virtuous Tree will give you the following effects. <ul style="list-style-type: none"> You regain Hitpoints equal to half the damage you took in the previous or current rotation. One status ailment is removed. Allies within a 10-foot radius of you will regain 1 Magic Charge.

		anyone. "It's healthy for you."	
<i>Static Floor Scroll</i>	<i>Uncommon 75 Silver Coins</i>	<i>The Static Floor Scroll was created by smaller law enforcement agencies to detain weaker criminals. The scroll drastically alters the properties of a small space while changing its appearance; any individual that stands on that space will have an exceedingly difficult time escaping. Any body part that touches the space affected by the Static Floor Scroll will immediately stick there like glue. The most effective position for a criminal to be is with their stomach down, and their hands stuck to the ground as well. The Static Floor Scroll may not be as effective as a Magic Cuff when it comes to detaining criminals, but it is still rather efficient. "Put your weapons down."</i>	<ul style="list-style-type: none"> • When you activate the Static Floor Scroll, you can manipulate 4 different spaces. <ul style="list-style-type: none"> ◦ When a creature steps on one of these spaces, they will not be able to conduct their Movement Phase. ◦ When a creature's entire body touches one of these spaces, they are unable to do any actions until they get out. • Creatures on an affected space can make a Strength Saving Throw to escape; they do it with disadvantage if their whole body is stuck to the space.
<i>Azure Body Scroll</i>	<i>Legendary N/A</i>	<i>The Azure Body Scroll was created by Proxi the Destroyer, otherwise known as Juven Novellus. The scroll itself was inspired by Champion Proxi's Subzero Aegis. Similar to one of the functions of Proxi's armor, the Azure Body Scroll envelopes the user with ice-like flames that completely nullify Fire or Ice-Based attacks; it also grants the user with some pyrokinesis and cryomancy capabilities. Juven struggled to perfect the scroll since it always backfired; he would sometimes be engulfed in live flames, or become completely frozen. Thanks to the help of his assistant and "protege" Cadiera Reingar, the Azure</i>	<ul style="list-style-type: none"> • When you activate the Azure Body Scroll, you gain the following effects for 3 rotations: <ul style="list-style-type: none"> ◦ You are immune to all Fire and Ice-Based attacks. ◦ All your attacks deal additional 2D6 Ice Flame Damage. ◦ When you successfully attack a creature, that creature must make a Constitution Saving Throw. If they succeed, they will take 1D6 Ice Flame Damage every rotation until they succeed

		<i>Body Scroll is able to exude similar abilities to the Subzero Aegis. "Try not to freeze or burn."</i>	<i>a Strength Saving Throw; if they failed, then they will be frozen for 1 rotation. After being frozen, the creature will take 4D12 Ice Flame Damage.</i>
<i>Voltic Blizzard Scroll</i>	<i>Epic N/A</i>	<i>The Voltic Blizzard Scroll was created by Proxi the Destroyer, otherwise known as Juven Novellus. The scroll itself was inspired by a battle Champion Proxi had with an Arch Flame Dragon near the Surumpolis Harbor. With just a swing of his Frigid Claymore, Proxi sent out a fiery storm that completely froze the flames and the beast itself, saving the day once again. Juven was unable to create flames with ice properties at the time, so he combined Ice and Lightning Magic instead. The Voltic Blizzard Scroll isn't capable of completely freezing an entire area, however, it does deal a considerable amount of damage before an individual is fully frozen. "The storm is only getting colder."</i>	<ul style="list-style-type: none"> • <i>The scroll can only be applied to a weapon, and the effects last until the user succeeds a Strength Saving Throw with this scroll a total of 4 times.</i> <ul style="list-style-type: none"> ◦ <i>When you make an attack roll, you can roll a DC 16 Strength Saving Throw. If you fail, nothing happens, but if you succeed, then you send out an AOE attack that covers a 4x4 radius, goes 6 spaces straight, and deals 3D10 Frost Lightning Damage.</i>
<i>Frostbite Spider Scroll</i>	<i>Epic N/A</i>	<i>The Frostbite Spider Scroll was created by Proxi the Destroyer, otherwise known as Juven Novellus. The scroll itself was inspired by Champion Proxi's Frigid Claymore. The weapon itself is quite a mystery; many people don't know whether the Frigid Claymore has the same fire abilities as Proxi, or if the Champion is simply powering up his weapon. Juven had no idea as well,</i>	<ul style="list-style-type: none"> • <i>The scroll can only be applied to a weapon, and the effects last until you successfully hit a creature(s) a total of 5 times.</i> <ul style="list-style-type: none"> ◦ <i>When you successfully attack a creature, you deal an additional 2D6 Frost Lightning Damage, and the creature will take</i>

		<p>but he thought that making a scroll to augment his weapon, the Villain Bane, is much easier than placing an incantation on it. The Frostbite Spider scroll did not imbue the Villain Bane with cold flames, however, those that get hit with the scroll's effects typically feel some sort of burn inside. "Keep guessing, Hero."</p>	<p>1D8 Frost Lightning Damage every rotation until they succeed a Strength Saving Throw.</p>
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<p>Poison Point Scroll</p>	<p>Uncommon 65 Silver Coins</p>	<p>The Poison Point Scroll was created by a Serpent that wanted to teach her adopted child to defend himself. She created a scroll similar to the Poison prowess of a typical Serpent. Eventually, the world became fascinated with the scroll and began selling it to the public. Despite a child being able to learn how to use the scroll, many beginners sometimes struggle using the Poison Point Scroll because they accidentally activated it a certain way, which either caused harm to themselves or the surrounding people. "Stings like a snake bite."</p>	<ul style="list-style-type: none"> • When you activate the Poison Point Scroll, you can use one of the following attacks: <ul style="list-style-type: none"> ○ You can make an attack roll against a creature with advantage and hit them with a Poison Stinger. The stinger damage is 3D12 Piercing Damage, and the creature will take 1D6 Poison Damage every rotation until they succeed a Constitution Saving Throw. ○ You can send out a Poison Cloud that covers a 4x4 Spaces within a 30-foot radius from you. Creatures standing in the cloud will take an initial 1D12 Poison Damage, the damage increases by 1D12 for each rotation they are in the cloud or re-enter the cloud.
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			<ul style="list-style-type: none"> ■ The cloud can move up to 3 spaces every rotation.
<i>Carzo's Soothing Gaze (Scroll)</i>	<i>Legendary 2 Platinum Coins</i>	<i>Carzo's Soothing Gaze is the scroll version of the Carzo's Delight potion, which makes this scroll one of Elroy Carzo's greatest creations; however, the effects are easier to activate and are slightly stronger than Carzo's Delight. Instead of needing to feed or expose the potion to an individual, the scroll can simply be activated through the user's specific, verbal command. Some speculate that this version of the charm could have charmed the Arch enough for Elroy Carzo to win his promotion match, despite it just being speculation, it has a high potential of being true. "Do you like the Stache?"</i>	<ul style="list-style-type: none"> ● A creature affected by the scroll will be charmed by the individual that utters the words, "Do you like the Stache?" for 48 hours. (You do not need a mustache to activate the charm). ● For the first rotation of activation, the charmed creature can make a DC 22 Constitution Saving Throw with double disadvantage to snap out of the charm. The DC will increase by +3 until the creature snaps out of being charmed, or if three rotations have passed. <ul style="list-style-type: none"> ○ After three rotations, if the creature is still charmed, then they are unable to snap out of being charmed until the 48 hours are up. ● If the creature has less than 6 Magic Charges in total, then there is no opportunity to snap out of being charmed and the effect lasts for 216 hours.
<i>True Shot Scroll</i>	<i>Rare 2 Gold Coins</i>	<i>The True Shot Scroll was created by a skilled Psychokinesis user who realized that his companions were not skilled in combat; in order to aid them, he created a scroll that would make it practically impossible for his allies to miss their attacks.</i>	<ul style="list-style-type: none"> ● When applied to a weapon, attacks made with that weapon will ignore a creature's AC, but damage is reduced by half. ● When applied to a creature, your magic attack will ignore the

		<p><i>The True Shot Scroll is applied to a weapon, or the user's body to affect their magic; the creator's allies had never missed their strikes, but they realized that their attacks had not affected the enemy too greatly, thus making this scroll only useful for the unskilled, or unlucky. "My aim is true."</i></p>	<p><i>Creature's AC, but damage is reduced by half.</i></p>
<i>Nanocell Scroll</i>	<p><i>Legendary 5 Platinum Coins</i></p>	<p><i>The Nanocell Scroll is a potent scroll that can transform any individual into an unstoppable powerhouse for a temporary amount of time. When you use this scroll, you will gain access to Wurtzite Boron Nitride Magic for a certain amount of time, however, it only activates through physical trauma. It is nearly impossible to die while the scroll is activated because almost nothing can get past the defense of Wurtzite Boron Nitride Magic; even a Stage 5 Magic attack will have a difficult time bypassing the scroll. Besides waiting for the time limit to run out, one will need to react and attack faster than the scroll's nanosecond activation in order to ignore the magic's defenses. "Wurtzite Boron Nitride, son."</i></p>	<ul style="list-style-type: none"> ● <i>For 4 rotations, you gain the following benefits:</i> <ul style="list-style-type: none"> ○ <i>You are immune to physical damage and all Magic Archetypes except Cosmic Magic, Infernal, Dimensional, and Mystic Archetype.</i> <ul style="list-style-type: none"> ■ <i>All other attacks will deal half damage.</i> ○ <i>Your AC increases by your Highest Saving Throw.</i> ○ <i>If a creature attacks you with a metal weapon or any weaker material, they must roll a Constitution Saving Throw. If they succeed, nothing happens, but if they fail, then their weapon is broken.</i>
<i>Magic Eraser Scroll</i>	<p><i>Mythical 20 Platinum Coins</i></p>	<p><i>The Magic Eraser Scroll was created by a Minoume by the name of Magior Lore, who was the right-hand man of the Supreme Emperor Galnos, and currently the right-hand man of the</i></p>	<ul style="list-style-type: none"> ● <i>When you activate the Magic Eraser Scroll, you can choose to affect one creature; that creature must make a DC 20 Strength, Dexterity, Constitution, Intelligence,</i>

		<p>Supreme Empress Kulynia. Magior created the scroll in order to stop any possible, reckless antics the Supreme Emperor/Empress would perform, however, currently, he no longer needs to worry about that since Kulynia is extremely passive in her ruling. The Magic Eraser Scroll is capable of wiping out an individual's magic for a long period of time; Magior only sells this scroll to those deemed benevolent and worthy enough to wield it. Despite the powerful nature of the Magic Eraser Scroll, some people speculate that Magior has a variant that is capable of wiping out an individual's Magic permanently. "Your Magic is no more."</p>	<p>Wisdom, and Charisma Saving Throw. These rolls can be made with advantage or disadvantage.</p> <ul style="list-style-type: none"> ○ If the creature succeeds all Saving Throws, then all its maximum Magic Charges will be cut by half for 1 minute. ○ If the creature fails one of the Saving Throws, then it wields no Magic for 1 minute. ○ If the creature fails two of the Saving Throws, then it wields no Magic for 1 Hour. ○ If the creature fails three of the Saving Throws, then it wields no Magic for 12 Hours. ○ If the creature fails four of the Saving Throws, then it wields no Magic or Abilities for 24 Hours. ○ If the creature fails five of the Saving Throws, then it wields no Magic or Abilities for 1 Week. ○ If the creature fails all of the Saving Throws, then it wields no Magic or Abilities 1 Year.
The Mark of a Man Scroll	Epic 14 Gold Coins	The Mark of a Man Scroll was created by the strongest Pillar of Falcoyre, and arguably the strongest	<ul style="list-style-type: none"> ● When you activate the Mark of a Man Scroll, you gain the following benefits until you reach 10

		<p><i>Akalunden in history, Zolnevo Aphiyme; he is a prideful man who is extremely strict on himself, and stricter to his race. Zolnevo engages his training like it's his last battle everyday, he works to overcome his weaknesses until they are non-existent, which is what he wanted other Akalundens to experience through his scroll. The Mark of a Man Scroll gives the user immense power and strength roughly similar to Zolnevo for a long period of time; however, things turn dicey when the scroll's effects deteriorate. If the individual does not have enough physical strength and willpower, the scroll will completely obliterate them. If the individual utilizes the scroll enough and gets used to its harmful effects, then they will gain more power and strength. "A man only needs three things in life: fighting, drinking, and women."</i></p>	<p><i>Hitpoints or below.</i></p> <ul style="list-style-type: none"> ○ <i>If you are a male, you turn physically muscular and fit no matter what.</i> ○ <i>If you are a female, you turn fit no matter what.</i> ○ <i>Your Strength Ability Score will be 30, and you gain a proficiency in Strength Saving Throw.</i> ○ <i>In battle, you will use your Strength Ability Score or Saving Throw for every action that requires an Ability Score or Saving Throw.</i> ○ <i>All rolls are done at advantage.</i> ○ <i>You can grapple a creature once per turn without expending a Phase.</i> ○ <i>Lifting anything below 5 tons will not require a roll.</i> ● <i>When you reach 10 Hitpoints or below, the effect of the scroll ends and you must make a Death Saving Throw.</i> <ul style="list-style-type: none"> ○ <i>If you fail for the first time, there will not be a next time.</i> ○ <i>If you succeed, you survive, but you gain 3 Levels of Exhaustion.</i> ○ <i>If you fail after the first time, you may lose a body part or two.</i>
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			<ul style="list-style-type: none"> ○ The side effect gets easier to overcome the more you use the scroll. ● If you overcome the side effects of the Mark of a Man Scroll 7 times, you gain a permanent +2 to your Strength Ability Score Modifier, and a proficiency in Strength Saving Throw if you don't already have one. <ul style="list-style-type: none"> ○ The side effects of the scroll will also never occur again.
<i>Eyes of Omnivision Scroll</i>	<i>Epic 14 Gold Coins</i>	<p>The Eyes of Omnivision Scroll was created by one of the Three Pillars of Falcoyre, Ezra Carzo; he was a rich individual that wanted to keep extremely close and amangeable tabs on his business matters and affairs. Ezra was able to get ahead of his competition by creating the Eyes of Omnivision Scroll; with it, he was able to keep track of the wellbeing of his three businesses and teleport to one of their locations if necessary. The scroll allowed Ezra to fully manage his business without expending much effort. Once he realized that no Akalunden group or corporation would ever surpass him in wealth, he began selling a weaker version of the Eyes of Omnivision Scroll to the public. Even in its weakened state, the scroll is still a great and effective utility scroll. "Keep your eyes on your treasure."</p>	<ul style="list-style-type: none"> ● You are able to observe 3 different locations, see through 3 creature's perspectives, or a combination of the two that equals 3. ● You can teleport to 1 one of the places or creatures no matter the distance, however, once you do this, the scroll's effects end.
<i>Crashing Waves Scroll</i>	<i>Rare 3 Gold Coins</i>	<i>The Crashing Waves Scroll was created by a</i>	<ul style="list-style-type: none"> ● When you use the Crashing Waves Scroll,

		<p>not-so-bright, but talented sailor. The sailor had attempted to get Good Luck Magic to have an easier time out at sea, but he had accidentally gone down the path of Bad Luck Magic, causing the trek through water to be almost impossible. He had created the Crashing Waves Scroll to control the water and make life easier for him and his crew. The Crashing Waves Scroll allows its user to control the ferocity of any body of water, and it is capable of creating Magical Water. "The might of the ocean is in my hands."</p>	<p>you will be able to control any body of water for the next 12 hours.</p> <ul style="list-style-type: none"> You may send out waves of water in 1x5 spaces that move forward 1 space every turn, the waves deal 2D12 Water Damage and move affected creatures back 3 spaces. You may create a box of water that covers 2x2 spaces and creatures in that 2x2 space must roll a DC 14 Dexterity Saving Throw or become unable to move and take 2D4 Water Damage. At the end of each creature's turn, they may roll the DC 14 Dexterity Saving Throw again to get out of the 2x2 prison.
The Royal Decree Scroll	Mythical 30 Platinum Coins	<p>The Royal Decree Scroll was created by 2nd Supreme Emperor Galnos Dragnar. He was seen as an extremely polarizing figure that wanted to exude absolute change that he thought was necessary. One belief that he had was that no criminal deserves any rights or freedom; he also believed that people should tell the absolute truth. The Royal Decree Scroll works to execute the 2nd Supreme Emperor's beliefs; it is capable of coercing an individual to tell the absolute truth, and forcing an individual to relinquish every ounce of will power and emotional strength they have for a temporary amount of time. The original copies and slightly different variants of the Royal Decree Scroll are only available through the</p>	<ul style="list-style-type: none"> When you use the Royal Decree Scroll on a creature, you can apply the following 1 of the following effects on them once per rotation. The Royal Decree Scroll's effects last until the creature reaches 0 Hitpoints. <ul style="list-style-type: none"> You can force the creature to automatically fail a total of 2 Saving Throws. If you purchased the Surumlos Empire Variant, you can choose the creature to automatically fail all Saving Throws during the current rotation. The creature must make a DC 25

		<p><i>Surumlos Empire, or through the World Beyond. "The law shall judge you."</i></p>	<p><i>Charisma Saving Throw with no advantage or disadvantage. If they succeed, nothing happens, but if they fail, that creature will tell you the absolute truth and all Charisma Checks against the creature will be double advantage for 1 hour. If you purchase the World Beyond Variant, the creature will also listen to your every command for 1 hour.</i></p> <ul style="list-style-type: none"> ○ <i>The creature's AC becomes 0 for the turn.</i> ○ <i>The creature's Maximum Hitpoints are reduced by half for the duration.</i>
<p><i>Scroll of the Luckless</i></p>	<p><i>Epic 10 Gold Coins</i></p>	<p><i>The Scroll of the Luckless is for those in its name. One who believes that nothing will go their way in the near future may purchase a Scroll of the Luckless, those who have purchased one have always reported to experience almost no troubles, and have extraordinary luck. The Scroll of the Luckless was created by a mother's child, who thought that their mother had gone through enough hardship, and since the creation of the scroll, that family had been going uphill. Although there is a small bit</i></p>	<ul style="list-style-type: none"> ● <i>After activating the Scroll of the Luckless, you may Reroll any rolls below 6 for the next 24 hours.</i> ● <i>After activating the Scroll of the Luckless, you may lower any creature's Roll for any Check, Saving Throw, or Attack by 2D6 a total of 3 times for the next 12 hours.</i> ● <i>After activating the Scroll of the Luckless, for the next 12 hours, if you roll a 17 or above, your next roll will be made at double advantage.</i>

		<i>of controversy to the family's story because of how their scroll utilizes Bad Luck Magic to bring others down to bring themselves up. "Always go all in."</i>	
<i>Wisdom of the Wise Scroll</i>	<i>Epic 17 Gold Coins</i>	<i>The Wisdom of the Wise Scroll is a powerful scroll typically purchased by those looking for something, it may be a physical or mental thing that they are searching for, but either way the Wisdom of the Wise Scroll is bound to help. The Wisdom of the Wise Scroll was created by the prestigious group, the World Beyond, which consists of the richest, most talented, and smartest individuals in the land of Surumlos. The Wisdom of the Wise Scroll, depending on who you buy it from, will spawn an illusion of a member of the World Beyond, and this illusion is capable of answering any question it is asked to the fullest extent of its knowledge and willingness. "Who's the fairest of them all?"</i>	<ul style="list-style-type: none"> • <i>When the Wisdom of the Wise Scroll is activated, an illusion of a member of the World Beyond appears, and you may ask them a question. The answer's conciseness is decided by the DM.</i>

<i>Spell Tome of Dreams</i>	<i>Epic 15 Gold Coins</i>	<i>The Spell Tome of Dreams was accidentally created by a lonely girl that believed her only friends belonged in her dreams. The girl lived an isolated and arduous lifestyle; she was unable to make real friends, and her household always experienced constant war between two sides. The girl could only stay in her room and dream about living a different life; through that, the girl was able to experience vivid, and</i>	<ul style="list-style-type: none"> • <i>The individual can store up to 20 creatures or objects that appeared in their dreams.</i> • <i>The Spell Tome of Dreams can only summon 3 things at most.</i> <ul style="list-style-type: none"> ◦ <i>The power of the dream creatures and objects completely vary.</i>
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		<p>memorable dreams that she never wanted to leave. In order to capture her memories and dreams forever, the girl wrote down all her dreams in a book that turned out to be a Magical Spell Tome. Eventually, the girl disappeared from the world completely, and the only trace of her that remained was the Spell Tome. After the event, society began making Spell Tomes that allow the individual to utilize the power of their dreams through Illusion and Manipulation Magic. “Dream big little one.”</p>	
Compact Resort Scroll	Epic 16 Gold Coins	<p>The Compact Resort Scroll was created by the charismatic Lenover Carzo. During his early adventuring days, and before he engaged in a fully committed relationship, Lenover was known as the “Lady Killer” because of his influential effect on women; there wasn’t a single day where he went out adventuring and didn’t end up sleeping with a dozen women. A powerful scroll that he used on his female opponents is the Compact Resort Scroll; just like the name suggests, the scroll creates a large building that houses a spa and tropical pool accompanied with Magicalized servants and drinks. Lenover never had to physically battle against any female adversaries since he seduced them with the Compact Resort Scroll and defeated them the way he knew how. The scroll is currently being</p>	<ul style="list-style-type: none"> • Once the Compact Resort Scroll’s is used, the effects will last for 24 hours. • When you activate the Compact Resort Scroll, a large building appears in front of you. Once you and any chosen creature(s) enter the building, the building itself will disappear from the face of Surumlos. • The interior of the building will include several areas accompanied by Magicalized servants: <ul style="list-style-type: none"> ◦ The Relaxing Spa ◦ The Tropical Pool ◦ The Party Bar ◦ If you bought the scroll from Carzo’s Keep, you gain access to the Lovemaking Room. • If you stay in this room with a creature(s), you can make a roll. <ul style="list-style-type: none"> ◦ If you rolled a 10

		<p>sold in many large establishments like the RC Magic House, however, Carzo's Keep has a variant that includes a third, secret component. "Welcome to the Carzo Resort."</p>	<p>or above, you gain 1 Small Bond Point.</p> <ul style="list-style-type: none"> ○ If you rolled an 18 or high, you gain a Large Bond Point. ● If you brought a creature to the Lovemaking Room and stayed there for a significant and eventful amount of time, you can gain advantage on all rolls for days equal to the creature's D12 roll.
Invisibility Scroll	Rare 3 Gold Coins	<p>The Invisibility Scroll was created by an individual that wanted to escape the clutches of a malicious bandit group before he was eaten. He was lucky that he had access to paper and "ink," which was his spilled blood. Due to his expertise in scroll-making, the man created an Invisibility Scroll, which allowed him to escape unscathed. Afterwards, the man decided to sell the scroll to the rest of society and live the rest of his life happy with riches. As more people tested out the Invisibility Scroll, people found out that the scroll can be applied to objects and even Magical projectiles. "Where did I leave my sword?"</p>	<ul style="list-style-type: none"> ● The Invisibility Scroll can be applied to any creature, object, or magical essence and last up to 12 hours. ● If you attack a creature with an invisible weapon or Magical attack, your Attack Rolls gain advantage and a +2.
Magic Orbs Scroll	Epic 7 Gold Coins	<p>The Magic Orb Scroll was created by a talented mage from the Entera Magic House. The student was taught under Willow and became fascinated with the concept of "Magic imbuement." The student was also studying various healing scrolls and spells, which all culminated into her greatest project. She took plenty of</p>	<ul style="list-style-type: none"> ● The Magic Orbs Scroll creates 3 floating orbs that do the following effects to chosen creatures: <ul style="list-style-type: none"> ○ The Magic Orbs last until the end of battle or until they are destroyed through Magical means.

		<p><i>different healing spells and reworked them to benefit an individual's Magic. One of the spells she experimented with is Healing Orbs; her variant, Magic Orbs does the same function, except it helps an individual with maintaining their Magic usage. Currently, the Magic Orbs Scroll is being utilized by many major powers such as the Fredalion and Heavenly Arms. "Say goodbye to Magic fatigue."</i></p>	<ul style="list-style-type: none"> ○ <i>The Magic Orbs only take effect when it is near 15 feet of a chosen creature.</i> ○ <i>A creature affected by the orb will regain 1D4 Magic Charges.</i> ○ <i>A creature affected by 2 Magic Orbs will gain additional 1D8 Magic Damage to their next 3 Magic-based attacks.</i> ○ <i>A creature affected by 3 Magic Orbs will gain 1D10 Magic Charges, and the next attack roll is a guaranteed success.</i>
<i>Survival Scroll</i>	<i>Rare 5 Gold Coins</i>	<p><i>The Survival Scroll is considered a must-buy for those planning to venture out into the world for a long time. The Survival Scroll makes it so that your body no longer requires the basic things creatures typically need, which are eating, drinking, and sleeping. The creation of the Survival Scroll was from a man who had ventured out into sea and crash landed on a deserted island. He barely had any food or water, so he needed to resort to drinking his urine and eating the little bugs that roamed the island. He eventually escaped the island due to a boat passing by him, and with his last effort he shouted for help and passed out. He created the Survival</i></p>	<ul style="list-style-type: none"> ● <i>After using the Survival Scroll, you will not need to eat, drink or sleep for 3 days.</i> ● <i>Any time spent eating, drinking, or sleeping while the Survival Scroll is active, only takes effect after the Survival Scroll wears off.</i>

		<p>Scroll because he did not want others to experience what he went through on the island. “Improvise. Adapt. Overcome.”</p>	
<p><i>Flame Glaze Spell Tome</i></p>	<p>Uncommon 75 Silver Coins</p>	<p>The Flame Glaze Spell Tome is a simple book created for beginning Spell Tome users. Just like its purpose, the function of the Flame Glaze Spell Tome is quite simple; the individual is able to cast somewhat potent Ice and Fire Magic. The most advanced skill the spell tome can perform is make Fire and Ice clones. Not only is the Spell Tome a great beginning spell tome, but it is also highly customizable. Before utilizing the Flame Glaze Spell Tome, you must make a couple Ice and Fire spells, which is made possible without the use of actual Fire and Ice Magic since the book is already imbued with usable magic. “Combine the power of fire and ice.”</p>	<ul style="list-style-type: none"> • The Spell Tome can wield at most 3 Fire Magic Spells, and 3 Ice Magic Spells; the spells are equivalent to Stage 2 Magic. • Activation Effect: You can choose to cast Fire or Ice Spells.
<p><i>Arcanic Valor Spell Tome</i></p>	<p>Mythical 80 Platinum Coins</p>	<p>The Arcanic Valor Spell Tome was created by a rather paranoid Minoume named Ranomga Bunumcra that was afraid of the arrival of the Overlord of Calamity. This Minoume disregarded the warnings and orders of Grandose Indra and went out to gain the power of the banished Magic Source, Elita. Ranomga managed to set foot onto the caverns of Elita without alerting anyone; the Minoume spent years studying Elita in solitude, which culminated into the creation of the Arcanic Valor Spell Tome. Ranomga was not able to decipher all of</p>	<ul style="list-style-type: none"> • You have 6 Charges that are able to be allocated into 3 different areas (to a maximum of 3), you may reallocate your charges once every day. <p>Stalwart Defender:</p> <ul style="list-style-type: none"> • 1 Charge: You gain a +2 to AC, and you may choose 2 Damage Types to be resistant to. • 2 Charges: You gain a +4 to AC, you may choose 3 Damage Types to be resistant to, 1 Damage Type to be immune to, and you may roll a DC 11 Roll to provide allies in a 10-foot radius of you with

		<p><i>Elita's secrets because in Year 360, the Overlord of Calamity, Camiramo Spectres, emerged. The Minoume fought the Overlord of Calamity with the spell tome and almost defeated him, but the power of Calamity was much more powerful than a mere fraction of Elita. However, Ranomga's Spell Tome would not be forgotten as many talented individuals worked to replicate the same Arcanic Valor Spell Tome that was used to fight against the Overlord of Calamity. "A powerful fraction of Elita's power."</i></p>	<p><i>the Stalwart Defender buffs equal to 1 Charge below your current Charge amount.</i></p> <ul style="list-style-type: none">● 3 Charges: You gain a +6 to AC, you may choose 5 Damage Types to be resistant to, 3 Damage Type to be immune to, you may roll a DC 10 Roll to provide allies in a 25 foot radius of you with the Stalwart Defender buffs equal to 1 Charge below your current Charge amount, you are immune to status ailments, your Hitpoints increase by 1/2 of your total amount, and you gain the following effect:<ul style="list-style-type: none">○ Activation Effect: You may enter a state of pure defense, in this form you will not take damage, allies within 30 feet take 1/2 damage, and creatures who attack you must roll a DC 18 roll or their attack is instantly reflected and does double damage, this lasts for 3 rotations, and afterwards you must roll a DC 13 Constitution Saving Throw, on a fail you die, on a success you get knocked out. <p>Ferocious Attacker:</p> <ul style="list-style-type: none">● 1 Charge: You deal an additional 3D6 every attack, Critical Attack
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			<p>rolls are reduced by 2, and you gain a +1 to all Attack Rolls.</p> <ul style="list-style-type: none">• 2 Charges: You deal an additional 3D8 every attack, Critical Attack rolls are reduced by 4, you gain a +3 to all Attack Rolls, and you are able to attack an additional time during your Main Phase.• 3 Charges: You deal an additional 5D12 every attack, Critical Attack rolls are reduced by 6, you gain a +5 to all Attack Rolls, you are able to attack an additional 2 times during your Main Phase, and you gain the following effect:<ul style="list-style-type: none">◦ Activation Effect: You enter a state of pure attack, in this state you do not lose Magic Charges, all of your Attacks are Critical, you instantly gain your Momentum Phase, and you gain a +10 to your Attack rolls; this lasts for 3 rotations, and afterwards you must roll a DC 13 Constitution Saving Throw, on a fail you die, and on a success you get knocked out <p>Illustrious Talker:</p> <ul style="list-style-type: none">• 1 Charge: You gain a +1 in Charisma, you may add a +3 to all Charisma and Charisma Skill Checks, and you gain
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			<p>advantage on all Actionary Words rolls.</p> <ul style="list-style-type: none">• 2 Charges: You gain a +2 in Charisma, you may add a +5 to all Charisma and Charisma Skill Checks, you gain advantage on all Actionary Words rolls, and you may add your Charisma Modifier to all rolls you make.• 3 Charges: You gain a +4 in Charisma, you may add a +9 to all Charisma and Charisma Skill Checks, you gain double advantage on all Actionary Words rolls, you may add your Charisma Modifier to all rolls you make, and you gain the following effect:<ul style="list-style-type: none">◦ Activation Effect: You enter a pure state of charisma, in this state you instantly succeed on all rolls that have to do with Charisma and creatures must roll a DC 24 Charisma Saving Throw to engage in a fight against you, this lasts for 30 minutes, and afterwards you must roll a DC 13 Charisma Saving Throw, on a fail you instantly fail all rolls that have to do with Charisma for the next 5 days, on a success, you instantly fail all rolls that have to
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			<i>do with Charisma for the next day.</i>
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