

Supremacy: Homebrew Shop Items Part 2

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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 establishing 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 Potions*

Name	Rarity & Average Price	Description	Effect
<i>Novellus Lemonade</i>	<i>Mythical 12 Silver Coins</i>	<i>This lemonade is the only one of its kind, some individuals don't consider this to be lemonade due to its powerful medical prowess; despite that, Julia Novellus insists that it's lemonade. This lemonade is made for the Fredalion troops, and Juven for his school lunch. "It's just lemonade right."</i>	<ul style="list-style-type: none"> • All your Hitpoints are restored. • All your Magic Charges are restored. • All your Spell Slots are restored. • All charges from your Subclases and Feats are restored. • All status ailments are removed. • An Exhaustion Level is removed.
<i>Novellus Pink Lemonade</i>	<i>Mythical 15 Silver Coins</i>	<i>This lemonade is the only one of its kind, some individuals don't consider this to be lemonade due to its powerful enhancement prowess; despite that, Julia Novellus insists that it's lemonade. This lemonade is made for the Fredalion troops, and Juven for his school lunch. "It's just lemonade right."</i>	<ul style="list-style-type: none"> • The effects of the lemonade last for 1 day. • All your Ability Score Modifiers increase by +2 • Your maximum amount of Magic Charges for each Magic is doubled. • The amount of Spell Slots you have is doubled. • Your movement speed is doubled.

			<ul style="list-style-type: none"> • You gain an advantage for every Ability and Saving Throw Check. • You gain three extra Death Saves, you only need to succeed three times to stabilize and be at 1 Hitpoint. • You cannot get exhausted.
<i>Small Health Potion</i>	<i>Common 15 Silver Coins</i>	<i>Small Health Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower; they are also one of the most purchased items in Surumlos. These cheap potions are purchased by adventurers and civilians alike; health potions are capable of healing wounds and curing small illnesses. "It'll fix you right up."</i>	<ul style="list-style-type: none"> • 3D6 Hit Points are restored.
<i>Medium Health Potion</i>	<i>Common 60 Silver Coins</i>	<i>Medium Health Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower. Medium Health Potions are less purchased than their smaller counterparts due to the steeper price. These potions are purchased by adventurers and civilians alike; health potions are capable of healing wounds and curing small illnesses. "It'll fix you right up."</i>	<ul style="list-style-type: none"> • 3D12 Hit Points are restored.
<i>Large Health Potion</i>	<i>Uncommon 2 Gold Coins</i>	<i>Large Health Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower. Large Health Potions are the least purchased compared to its less potent variants due to the highly expensive price. These potions are purchased by adventurers and civilians</i>	<ul style="list-style-type: none"> • 7D12 Hit Points are restored.

		<p><i>alike; health potions are capable of healing wounds and curing small illnesses. "It'll fix you right up."</i></p>	
<p><i>Small Mana Potion</i></p>	<p><i>Uncommon 75 Silver Coins</i></p>	<p><i>Small Mana Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower; they are also less frequently purchased than health potions due to average civilians not requiring them. These potions are purchased by adventurers and soldiers; they are capable of replenishing magic charges and recharging artificial magic. "That was refreshing."</i></p>	<ul style="list-style-type: none"> • <i>1D4 Magic Charges and Spell Slots are restored.</i>
<p><i>Medium Mana Potion</i></p>	<p><i>Uncommon 2 Gold Coins</i></p>	<p><i>Medium Mana Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower; they are also less frequently purchased than health potions due to average civilians not requiring them. These potions are purchased by adventurers and soldiers; they are capable of replenishing magic charges and recharging artificial magic. "That was refreshing."</i></p>	<ul style="list-style-type: none"> • <i>2D4 + Highest Ability Modifier Magic Charges and Spell Slots are restored.</i>
<p><i>Large Mana Potion</i></p>	<p><i>Uncommon 5 Gold Coins</i></p>	<p><i>Large Mana Potions are made of a multitude of ingredients, mainly consisting of any Grandia Flower; they are also less frequently purchased than health potions due to average civilians not requiring them. These potions are purchased by adventurers and soldiers; they are capable of replenishing magic charges and recharging artificial</i></p>	<ul style="list-style-type: none"> • <i>2D6 + Highest Saving Throw Magic Charges and Spell Slots are restored.</i>

		magic. "That was refreshing."	
<i>Stage-Up Potion</i>	<i>Epic 10 Gold Coins</i>	<i>The Stage-Up Potion was created by a tremendously curious individual that wielded Stage 5 Enchantment Magic; she wanted to know if it was possible to go beyond the magic threshold, which culminated into the creation of the Stage-Up Potion. When she finished and tried the potion, she was nowhere to be found; the only things that were left in her small cottage was a list of most of the ingredients and a note that said, "This is true magic."</i>	<ul style="list-style-type: none"> • <i>The effects of the Stage-Up Potion will last for 10 rotations.</i> • <i>Your highest Stage Magic will receive a stage up, meaning you gain the following effects:</i> <ul style="list-style-type: none"> ◦ <i>All damage and healing-based spells will deal additional 1D100 Magic Damage/Healing.</i> ◦ <i>All defensive barriers will gain double Hitpoints and AC (If it has one).</i> ◦ <i>Your Magic Charges are doubled.</i> ◦ <i>All Magic Attack and Saving Throw rolls will be done at advantage.</i>
<i>Carzo's Delight</i>	<i>Legendary 65 Gold Coins</i>	<i>Carzo's Delight is one of Elroy Carzo's greatest creations. The potion can potentially charm any person who utters the words, "Do you like the Stache?" Despite the ridiculous nature of the potion, Carzo's Delight is currently the most powerful charm potion in Surumlos. Elroy Carzo typically coats his rapier with his potion, which makes him a completely dangerous and formidable foe; he almost fully charmed the Arch during his promotion match. However, after being forced to strip down to her noble attire, the Arch snapped out of the charm and obliterated</i>	<ul style="list-style-type: none"> • <i>A creature who drinks this potion will be charmed by the individual that utters the words, "Do you like the Stache?" for 24 hours. (You do not need a mustache to activate the charm).</i> • <i>For the first rotation of activation, the charmed creature can make a DC 20 Constitution Saving Throw with double disadvantage to snap out of the charm. The DC will increase by +2 until the creature snaps out of being charmed, or if three rotations have passed.</i> <ul style="list-style-type: none"> ◦ <i>After three rotations, if the</i>

		<p><i>Carzo with one strike; Carzo believed himself to be the true victor of the match. “Do you like the Stache?”</i></p>	<p><i>creature is still charmed, then they are unable to snap out of being charmed until the 24 hours are up.</i></p> <ul style="list-style-type: none"> <i>• If the creature has less than 3 Magic Charges in total, then there is no opportunity to snap out of being charmed and the effect lasts for 96 hours.</i>
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<i>Divine Nectar</i>	<p><i>Rare 1 Gold Coin</i></p>	<p><i>Divine Nectar was given as a gift to man by the Supreme Being Aresus for their worship. The Divine Nectar is presented in a small, round bottle with gold markings surrounding the bottle; inside of the bottle is a sparkling, white-golden liquid. Divine Nectar is usually passed out to worshippers of Aresus at religious gatherings, but it can be bought in shops near churches. People have described the taste of Divine Nectar to be sweet, with traces of oak. The contents and ingredients of Divine Nectar is currently unknown. Those who have drunk the nectar felt purer, and closer to Aresus. “Praise Aresus.”</i></p>	<ul style="list-style-type: none"> <i>• Drinking Divine Nectar turns 1 magic of your choice Benevolent.</i> <i>• You may roll a DC 15 Intelligence (Religion) Check after drinking Divine Nectar, on a success, you gain progress in your Devotion Level to Aresus.</i>
<i>Demonic Nectar</i>	<p><i>Rare 1 Gold Coin</i></p>	<p><i>Demonic Nectar was given to worshippers of Gehanna as a prize after they completed a sacrifice. Demonic Nectar became an item purchasable in underground shops, and handed out during ceremonies. Demonic Nectar comes in a small, skull shaped bottle covered in markings of Gehanna. The liquid of the Demonic Nectar is a bright red, and it is</i></p>	<ul style="list-style-type: none"> <i>• Drinking Demonic Nectar turns 1 magic of your choice Malevolent.</i> <i>• You may roll a DC 15 Intelligence (Religion) Check after drinking Demonic Nectar, on a success, you gain progress in your Devotion Level to Gehanna.</i>

		<i>described to taste extremely bitter, and has a distinct spice. The few who have tasted Demonic Nectar seem to have a new aura about them. "Praise Gehanna."</i>	
<i>Golden Apple Juice</i>	<i>Epic 5 Gold Coins</i>	<i>Golden Apple Juice is a scarce beverage that wields special magical components; it is capable of altering one's strengths and vitality to greatly aid them in battle. Some people have found that mixing Golden Apple Juice with certain flowers will increase their abilities by an exponential amount. Some consider the apples that are used to make Golden Apple Juice to not even be fruit because it has been infused with so much Magic; some consider the juice to be made out of pure Magic. One story of the origin of the apple that makes Golden Apple Juice tells of a Grimlar Witch that had fallen in love with an Elivilian. The man had to leave the witch and aid his people in the World War of Year 300; as a token of remembrance, and to possibly help the man in the battlefield, the witch had enchanted a golden apple, and gave it to the man on his departure. "If life gives Magic, make apple juice."</i>	<ul style="list-style-type: none"> • You gain advantage on any Saving Throw Attacks until you are knocked out, or until the battle ends. • 1 Ability Score of your choosing gains a +2 until you are knocked out, or until the battle ends. • You, and allies within a 5 feet radius of you, gain 1D12 Hit Points every rotation for 4 rotations.
<i>Hunter's Potion</i>	<i>Rare 40 Silver Coins</i>	<i>The Hunter's Potion was created by a group of hunters from Southern Zundria, their leader was named Shacky Rustleford. Rustleford's hunting group seemed to lack any real skill, any shot taken at potential game would barely hurt the animal, this is why the Hunter's Potion was</i>	<ul style="list-style-type: none"> • Critical Hit chance is reduced by 5 for 5 rotations. • If a Critical Hit is made in the next 5 rotations, you gain 1 extra Reaction Opportunity for 2 rotations.

		<i>created. The Hunter's Potion increases a person's chance to land a deadly strike, and when that strike lands, the one hit won't get up. "S'go get some deer."</i>	
<i>Discharge Potion</i>	<i>Epic 2 Gold Coins</i>	<i>The Discharge Potion utilizes powerful Lightning Magic to imbue all of its user's attacks with the power of a lightning storm. Enemies hit by a person that drank the Discharge Potion will experience extreme shock, and their allies will feel electricity coursing through them as well. Some who have faced the Discharge Potion first hand described it as a God's bottled up rage. The Discharge Potion's creation is said to be from a Surilmagi Curse who strived for the admiration of those around him, thus he created the Discharge Potion to help, and impress them. Where the Surilmagi had ended up after giving the Discharge Potion to them is unknown. "Feel the thunder."</i>	<ul style="list-style-type: none"> • For 4 rotations, you gain the following effects: <ul style="list-style-type: none"> ○ All attacks made against a creature do an additional 2D8 Lightning Damage ○ Creatures you strike must roll a DC 16 Constitution Saving Throw or be paralyzed. ○ After striking a creature, the lightning that hit the creature ricochets to up to 2 other creatures, you may decide where it goes. ○ Creatures targeted by the ricocheted Lightning may roll a Dexterity Check opposing the user's Spell DC, on a success, they do not get hit and the Lightning stops, on a fail they take 2D8 Lightning Damage, the lightning moves on to the next target (if possible), and must roll a DC 14 Constitution Saving Throw or have their movement speed halved for the duration of the potion that is left.

<i>Quick Trickster's Potion</i>	<i>Rare 50 Silver Coins</i>	<i>The Quick Trickster's Potion was made by Nylinian Law Enforcement. It was made to catch a thief who had robbed numerous establishments and homes of the upper class of Nylinia, the thief had gone by the name "Mockingbird". Before the potion, the police were unable to catch up to Mockingjay because of the traps laid out by the criminal, but the Quick Trickster's Potion allowed for the police to move much faster, and they were able to react to the criminals' traps much better as well. Soon after the Quick Trickster's Potion's creation, Mockingjay was caught and arrested; the potion is still frequently used by many law enforcement officers. "Catch me if you can."</i>	<ul style="list-style-type: none"> • You gain 5 Movement Speed for 5 rotations. • You gain 1 extra Reaction Opportunity for 3 rotations. • You gain +2 to your Dexterity Ability Score for 1 day. • You gain Proficiency in Dexterity Saving Throws for 1 day.
<i>Ever Yielding Knight's Potion</i>	<i>Rare 50 Silver Coins</i>	<i>The Ever Yielding Knight's Potion was brewed by a child alchemist. The child had learned her skills from her mother and was inspired to create the Ever Yielding Knight's Potion because of her father, who was a guard for the Surumlos Empire. The Surumlos Empire Guard was described, by his daughter, to be hard working, chivalrous, and powerful; she had created the Ever Yielding Knight's Potion to gain the same characteristics that she admired. Drinking the Ever Yielding Knight's Potion provides its user boundless amounts of courage and grit, the potion will not allow its user to fall. "Everyone! Get behind me."</i>	<ul style="list-style-type: none"> • You may choose to instantly succeed up to 2 Saving Throw Attacks. • You gain +2 to your Constitution Ability Score for 1 day. • You gain Proficiency in Constitution Saving Throws for 1 day.
<i>Raging Brute's</i>	<i>Rare</i>	<i>The Raging Brute's Potion</i>	<ul style="list-style-type: none"> • You gain advantage when

<i>Potion</i>	<i>50 Silver Coins</i>	<p>was created as a gift by a person whose townsfolk called the “Gentle Giant.” The Gentle Giant had created the Raging Brute’s Potion as a gift for his town because they had accepted him with open arms, whereas everywhere else he went he was shunned because of his deformities. The Gentle Giant was a Cavrensu known for his incredible strength, large stature, and many scars; the Raging Brute’s Potion provides its user with the Gentle Giant’s vigor. Those who drink the potion are capable of breaking boulders with a single punch, and lifting a dozen people with one arm. “Get ready to be broken.”</p>	<p>attempting to pull, push, or lift anything for 1 day.</p> <ul style="list-style-type: none"> • For 2 rotations, creature’s that you hit must roll a DC 12 Constitution Saving Throw, on a fail they become stunned. • You gain +2 to your Constitution Ability Score for 1 day. • You gain Proficiency in Constitution Saving Throws for 1 day.
<i>Old One’s Potion</i>	<i>Rare 50 Silver Coins</i>	<p>The Old One’s Potion was brewed by a man suffering from the Immoral Devil Curse. As a child, the man would listen to his grandfather’s tales and lessons, and he and his curse would always be at ease. When his grandfather passed away, he had lost his outlet, and he thought that if he brought his grandfather’s wisdom to him, he would be okay; the man created the Old One’s potion, and when drank, you are reminded of all you’ve done and you gain the wisdom you might not have realized. The man had succeeded in making the potion, but his Curse was not calmed. “Learn your lesson, share your lesson.”</p>	<ul style="list-style-type: none"> • Campfire Story effects last for ½ 1D4 days longer. • Wisdom (Insight) Checks are made at double advantage for 1 day. • You gain +2 to your Constitution Ability Score for 1 day. • You gain Proficiency in Constitution Saving Throws for 1 day.
<i>Grand Mage’s Potion</i>	<i>Rare 50 Silver Coins</i>	<p>The Grand Mage’s Potion was created by one of the librarians of the largest</p>	<ul style="list-style-type: none"> • For the next 12 hours, all rolls made during Enchanting and Scroll

		<p>library in Surumlos, the Grand Athenaeum. Many patrons of the Grand Atheneum were attempting to find a way to create more efficient scrolls and incantations for their equipment. One of the librarians wanted to help those searching for ways to improve their magic, thus he created the Grand Mage's Potion. The Grand Mage's Potion is capable of giving a person the magical capabilities of a great mage with amazing intelligence. "Your spells become unmatched."</p>	<p>Making are done at advantage.</p> <ul style="list-style-type: none"> • For the next 12 hours, you may roll a DC 15 Intelligence (Arcana) Check after every other Artificial Magic Spell used, on a success, you do not lose a spell slot. • You gain +2 to your Constitution Ability Score for 1 day. • You gain Proficiency in Constitution Saving Throws for 1 day.
Silver Tongued Speaker's Potion	Rare 50 Silver Coins	<p>The Silver Tongued Speaker's Potion's creation was inspired by the charismatic Balgos Gralbu, founder of Drunk Magic. His words and speech had seemed to affect lots of the people around him, and an introverted man had looked up to Balgos's confidence, so to become more like Balgos, the man had created the Silver Tongued Speaker's Potion; this potion bolsters one's allure and charm, they become more trustworthy and persuasive. The Silver Tongued Speaker's Potion is commonly used by politicians to win over more voters, and it is also used by those starting a petition, or performers. Now you're starting to speak my language."</p>	<ul style="list-style-type: none"> • For one day, when making Charisma (Persuasion) or (Deception) Checks in front of 4 or more people, you gain advantage. • You gain advantage when making a roll during Actionary Words for 1 day. • You gain +2 to your Charisma Ability Score for 1 day. • You gain Proficiency in Charisma Saving Throws for 1 day.
Dreamer Potion	Uncommon 10 Silver Coins	<p>The Dreamer Potion is viewed as a blessing from those suffering from</p>	<ul style="list-style-type: none"> • The creature drinking the Dreamer Potion instantly falls asleep, if it is

		<p><i>Insomnia, and taking care of children. The ingredients that make up the Dreamer Potion are capable of making a person fall asleep, and preventing nightmares and night terrors. The Dreamer Potion was created as a commission from a mother, whose children were scared to go to sleep because of what they would see in their nightmares. "He's sleeping like a baby."</i></p>	<p><i>resisted, then the creature may roll a DC 15 Constitution Saving Throw, on a success they will not fall asleep.</i></p> <ul style="list-style-type: none"> <i>The user has a lower chance of receiving nightmares.</i>
<p><i>Steel Body Potion</i></p>	<p><i>Rare 1 Gold Coin</i></p>	<p><i>The Steel Body Potion was created by the alchemist of a small warrior group that was made up of many powerful Minoumes, although these Minoumes had great power and Magical ability, they greatly lacked in their defenses. It would only take a few strikes to take one of them down because of their nimbleness, and small stature. The creation of the Steel Body Potion had completely counteracted this weakness, and gave them defense to rival their power. Those who drank the Steel Body Potion will survive the strongest of blows. The Steel Body Potion is now frequently given to the ranks of many militia. "Strong mind, strong body."</i></p>	<ul style="list-style-type: none"> <i>For the next 3 rotations, all damage you take is reduced by ½.</i> <i>For the next 5 rotations, you are unable to be affected by status ailments.</i> <i>You will instantly succeed on your next 2 Saving Throws.</i> <i>You gain Temporary Hitpoints equal to ½ of your current Hitpoints.</i>
<p><i>Ebon Wrath Potion</i></p>	<p><i>Rare 1 Gold Coin</i></p>	<p><i>The Ebon Wrath Potion is capable of making the weakest person into a powerhouse that can easily break men in two, some have said a baby who accidentally drank the Ebon Wrath Potion gave no mercy to its parent's house. The origin of the Ebon Wrath Potion goes back to a group of weak farmers</i></p>	<ul style="list-style-type: none"> <i>For 3 rotations, damage you deal is increased by ½ of the max possible damage.</i> <i>Critical Attacks triple damage for 5 rotations.</i> <i>For 2 rotations, all Physical Attacks ignore AC.</i> <i>Creatures affected by your next Saving Throw</i>

		<p>preparing for a bandit invasion. For multiple seasons, bandits would come to their farmlands and steal crops, but they were ready for the next raid. By the time the bandits came, all of the farmers had taken the Ebon Wrath Potion, and with ease, they had driven all of the bandits out of their land. "One swing, and you will fall."</p>	<p>Attack will instantly fail.</p>
Fishing Potion	<p>Uncommon 30 Silver Coins</p>	<p>The Fishing Potion contains a cyan colored liquid and the shape of the glass slightly resembles a fishing hook. The Fishing Potion is capable of turning the most amateur fisherman into a master; those who drink the Fishing Potion make catching abundances of rare fish easy, and even the worst rod and bait get turned into pristine fishing equipment. The Fishing Potion originates from a popular fisherman who wanted to pass on his legacy to his son, in order to make his son an instant expert, he created the Fishing Potion, and the child had gone on to become one of the best fishermen in Surumlos. "Go get em', son."</p>	<ul style="list-style-type: none"> • The Base DC for Fishing is reduced by 3. • Increases the chance of catching fish of higher quality. • When a fish is caught with a roll of 15 or above, your next Fishing attempt will be made at Advantage.
Splash Potion of Poison	<p>Uncommon 12 Silver Coins</p>	<p>The Splash Potion of Poison contains a purple toxin inside of a snake-like bottle. When substances are exposed to the Splash Potion of Poison, they may react in different ways, for example a creature wearing iron-clad gear may feel fatigued, whereas one armored in leather would feel a searing heat. The Splash Potion of Poison is the most popular style of splash</p>	<p>Range: 25 feet</p> <ul style="list-style-type: none"> • Creatures in a 10 radius of where the Splash Potion of Poison lands will experience different effects depending on their armor: <ul style="list-style-type: none"> ○ Heavy Armor: Creatures must roll a DC 15 Strength Check, on a fail their movement is

		<p><i>potion, it is able to be found anywhere in the underworld, but it is only legally sold in hunting shops. The Splash Potion of Poison wields the same creator as the Spear of Minor Diseases, and the splash potion was his second innovation for applying toxins. "Don't drink it."</i></p>	<p><i>reduced by 25 for 4 rotations and they lose 2 Reaction Opportunities, on a success their movement is reduced by 20 until the end of their next turn.</i></p> <ul style="list-style-type: none"> ○ Medium Armor: <i>Creatures must roll a DC 15 Strength or Dexterity Check, on a fail their movement is reduced by 15 for 2 rotation and take 1D8 Poison Damage for 2 rotations, on a success their movement speed is reduced by 5, and they take 1D6 Poison Damage.</i> ○ Light Armor: <i>Creatures must roll a DC 15 Dexterity Check, on a fail they take 3D8 Poison Damage for 3 rotations, on a success they take 1D8 Poison Damage for 2 rotations.</i> ○ No Armor: <i>Creatures must roll a DC 15 Dexterity Check, on a fail they take 5D6 Poison Damage for 3 rotations, on a success they take 2D6 Poison Damage for 2</i>
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			rotations.
Splash Potion of Spite	<p>Legendary</p> <p>50 Gold Coins</p>	<p>The Splash Potion of Spite is encased in reinforced glass because of its extremely dangerous components.</p> <p>Inside of the glass is a bubbly, black liquid, that wields a similar stench to a graveyard, the outside of the bottle wields a warning label with a skull and cross bones.</p> <p>The effects of the Splash Potion of Spite forces creatures touched by the liquid to completely lose their senses and slowly burn off their skin, those affected by the Splash Potion of Spite have said that the pain was excruciating, and they had described it as a touch from the hand of Yamas. The child who created the Splash Potion of Spite had also made his greatest regret. Kids at school stole the child's lunch, so as a way to get back at them, he tried to make something that would only make them unable to see for a few seconds. The boy had gathered random materials from his parents and the forest near his home, and he put all of it in his parent's cauldron, but he did not realize the dangerous concoction he had made. The boy received his due punishments, and those he wanted to spite lived a good life. "Joey, what did you do!?"</p>	<p>Range: 30 feet</p> <ul style="list-style-type: none"> • Creatures in a 5 foot radius of where the Splash Potion of Spite lands take the following effects: <ul style="list-style-type: none"> ◦ Creatures take 2D4 Piercing Damage + 8D6 Chaotic Damage + 3D4 Lingerig Shadowflame Damage ◦ Creatures must make a DC 13 Constitution Saving Throw or instantly fall Unconscious. ◦ Creatures must roll a DC 24 Saving Throw with their highest Saving Throw, on a fail they become Blinded, Deafened, Frightened, all attack rolls made will be at disadvantage, and landing a Critical Attack against the affected creatures will be reduced by 4, these effects last for the entirety of the battle until the creature succeeds a DC 22 Saving Throw with their highest Saving Throw; if they succeed the 1st roll, they will only get affected by 1 of the effects, the effect is chosen by the user.

<i>Splash Potion of Rage</i>	<i>Rare 1 Gold Coin</i>	<i>The Splash Potion of Rage contains a bright, red liquid that seems to emanate an aura of anger, and the shape of the Splash Potion of Rage seems to resemble a fist. The Splash Potion of Rage is known to cause anger in the most peaceful of creatures, and force the closest of friends to fight against each other. The creation of the Splash Potion of Rage was from those who have tinkered and harnessed parts of Infernal beings. The bottled up blood of a demon, when stored away for long enough, will create a concoction able to give a person a demon's rage. "Now I'm angry."</i>	<p>Range: 35 feet</p> <ul style="list-style-type: none"> • Creatures in a 10 foot radius of where the Splash Potion of Rage lands take the following effects: <ul style="list-style-type: none"> ◦ Creatures must roll a DC 16 Wisdom Saving Throw, on a fail, the creature must use their Movement Phase to move to the closest creature, and use their Main and Extra Phase to attack that creature.
<i>Splash Potion of Tranquility</i>	<i>Rare 1 Gold Coin</i>	<i>The Splash Potion of Tranquility contains a pure, white liquid imbued with Manipulation Magic and a tiny bit of Divine Magic. The Splash Potion of Tranquility's bottle is similar to that of the Divine Nectar's, but purple linings surround the bottle as well. The Splash Potion of Tranquility is capable of completely quelling the animosity between creatures, thus making it an extremely popular item for both normal individuals and people in warfare. Despite its purpose, the creation process of the Potion of Tranquility is quite dark because small amounts of Moon Bear and Sun Deer blood is utilized in its creation process. "You no longer need to search for inner peace."</i>	<p>Range: 35 feet</p> <ul style="list-style-type: none"> • Creatures in a 10 foot radius of where the Splash Potion of Tranquility lands take the following effects: <ul style="list-style-type: none"> ◦ Creatures must roll a DC 16 Wisdom Saving Throw, on a fail, the creatures disengage from battle, until it is harmed again, on a success, creatures are unable to use their Main Phase.
<i>Splash Potion of</i>	<i>Rare</i>	<i>The Splash Potion of Size is a</i>	Range: 25 Feet

<i>Size</i>	<i>70 Silver Coins</i>	<i>grey substance, and two different variants are sold: splash potions that increase size and splash potions that decrease size. Fittingly, the Splash Potion of Size that makes a person small is stored in a potion about the size of an inkwell, and the potion that turns creatures bigger needs two hands to hold. The Splash Potion of Size was created by a small group of adventurers who were able to find the cave of the Monstrum, and they wanted to match it in size to have more of a fighting chance, they created a powerful potion, but they were never seen again. “How’s the weather up there?”</i>	<ul style="list-style-type: none"> Depending on the variation of the Splash Potion of Size, creatures within a 5 foot radius of where the Splash Potion of Size lands will experience the following effect: <ul style="list-style-type: none"> Creatures must roll a DC 17 Strength Check, on a fail they become $\frac{1}{5}$ of their original height, on a success, they become $\frac{1}{2}$ of their original height. Creatures must roll a DC 10 Strength Check, on a fail they’re height is multiplied by 2, on a success their height is multiplied by 4.
<i>Omni-Proof Potion</i>	<i>Epic 2 Gold Coins</i>	<i>The Omni-Proof Potion is a glowing, purple substance composed of ingredients of all kinds. The bottle is in the shape of a gourd and is made out of a Magicalized Glass, making the bottle extremely difficult to break. The Omni-Proof Potion has been proven to be one of the most difficult potions to brew because the ingredients needed to make these potions must come from all types of creatures with all types of Magic. Only the strongest of adventurers are able to gather the ingredients needed to make the Omni-Proof Potion, some people have even compared the fabled grand quest for Cosmic Magic to the creation of this</i>	<ul style="list-style-type: none"> For 3 rotations, you gain Resistance to all Magic Archetypes and Physical Attacks, you gain Immunity from types of attacks you already have Resistance against.

		<i>potion. "Hit me! See if I care."</i>	
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<i>Elixir of Life (2nd Edition)</i>	<i>Mythical 250 Platinum Coins</i>	<p><i>The Second Elixir of Life was created by the greatest Angenilus in history, Meligen Sanford, who is also a prominent member of the World Beyond. Meligen's intelligence is stated to be near the level of the Destiny Child Grandose Indra because of his momentous creation; Grandose Indra needed to use the power of Elita, which is a source that wields near limitless magic, in order to create the Elixir of Life. Meligen Sanford used his own knowledge and expertise to create his version of the Elixir of Life, however, his variant is not unlimited like Grandose's. Despite that, the Second Elixir of Life is capable of curing any sickness or injury known to man; it can even be used to bring a creature back to life. Currently, there are not many Second Elixir of Life due to the difficulty of making such a potion, and Meligen's overprotective nature. "Return from the brink of death"</i></p>	<ul style="list-style-type: none"> • <i>The Elixir of Life can be used a total of 6 times.</i> • <i>When a creature drinks the Elixir of Life, they gain the following benefits until the end of battle:</i> <ul style="list-style-type: none"> ○ <i>Their Maximum Hitpoints are doubled, and all lost Hitpoints are regained.</i> ○ <i>Their Maximum Magic Charges are doubled, and all lost Magic Charges are regained.</i> ○ <i>Their Maximum Reaction Opportunities are doubled, and all lost Reaction Opportunities are regained every rotation.</i> ○ <i>All Status Ailments and Illnesses are removed.</i> ○ <i>You regain all lost body parts.</i> ○ <i>You instantly get up if you were knocked out.</i> ○ <i>You become alive again if you were dead.</i> • <i>If you use the Elixir of Life for the first time, you gain a +2 to any Ability Score Modifier of your choice.</i>
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❖ *List of Tools*

Name	Rarity & Average Price	Description	Effect
<i>Gravity Orb</i>	<i>Rare 78 Silver Coins</i>	<i>The Gravity Orb is a niche utility object that wields mild manipulation over gravity, more specifically, it is capable of affecting the gravity of a 10-foot radius area; the gravity can either increase or decrease depending on the user's command. In most situations, the Gravity Orb can be used to slow down your descent and protect you from tall heights, however, the object also has many functions in battle depending on how it's applied. The only problem with the Gravity Orb is that it is powerful enough to fully restrain a normal individual. "Defy the Earth's gravitational rule."</i>	<ul style="list-style-type: none"> ● Activation Effect: If you are wielding the Gravity Orb, you can do one of the following effects: <ul style="list-style-type: none"> ○ You can gain a Flying Speed equal to half your Dexterity Modifier; however, projectile-based attacks made against you will be at advantage. ○ You are immune to knockback and prone. ● Activation Effect: If you placed the Gravity Orb on a creature, the creature can gain one of the latter effects or these following effects: <ul style="list-style-type: none"> ○ All Attack Rolls will be a disadvantage. ○ If the creature is prone, then the creature must make a Constitution Saving Throw to get out of being prone. ○ If the creature has 0 Hitpoints, one of their Death Saving Throws will be done at disadvantage.
<i>Medical Kit</i>	<i>Uncommon 25 Silver Coins</i>	<i>Medical Kits are household items found in practically any store, they can be used to cure light</i>	<ul style="list-style-type: none"> ● Roll a DC 8 Wisdom (Medicine) Check, on a success you may stabilize a downed creature, cure a

		<p>illnesses and treat wounds. Medical Kits include bandages, rubbing alcohol, healing herbs, tweezers, etc. Some recent Medical Kits have started to include Small Health Potions in case the people with the Medical Kit are not skilled in treatment, and if there is a more severe case. "This might sting a little."</p>	<p>status ailment, fix an injury, and/or heal 1D8 Hitpoints.</p>
<p>Scroll Paper</p>	<p>Rare 35 Silver Coins</p>	<p>Scroll Paper is made from the branches of the Eden Trees, a type of true infused with Cosmic Magic and Surumlos' components. If Scroll Paper was made with any other tree, then maintaining a Spell inside a scroll would be much more difficult. The Scroll Paper material allows a Spell to stay in the papers without leaking much excess Magic; the Cosmic component of the Scroll is able to contain most spells for many centuries. Despite the Scroll Paper's efficiency, there is a large percentage of error even with Novice experience. "Learn the Art of Scroll Making before using this."</p>	<ul style="list-style-type: none"> • The Scroll Paper can take a maximum of three Stage 5 Magic combinations. • Once the Spell on a Scroll Paper is used, the scroll is expended.
<p>Dugalo Quill</p>	<p>Uncommon 25 Silver Coins</p>	<p>The Dugalo Quill is one of two most common quills used for Scroll Making. Considering that a Dugalo's wings are mostly made of feathers, there are more Dugalo Quills than there are Demgress Quill; despite being more common, the quill's efficiency is just as adequate as a Demgress</p>	<ul style="list-style-type: none"> • The Dugalo Quill can extract Magic from any Archetype except the Corrupted and Inferna Archetype; it is also incapable of extracting any malevolent abilities like Curse Powers or X-Magic. • The Dugalo Quill can extract Ancient Order Magic.

		<p>Quill. Most institutions that teach Scroll Making solely utilize the Dugalo Quill because it is capable of holding most Magical Archetypes, similar to how a Dugalo can temporarily store most Magic essences. “Pick up the quill and start learning.”</p>	
Demgress Quill	<p>Rare 50 Silver Coins</p>	<p>The Demgress Quill is one of two most common quills used for Scroll Making. Considering that a Demgress’s wings are mostly made of scales, there are less Demgress Quills than Dugalo Quills since a Demgress does not have as many feathers. The Demgress Quill cannot extract certain Magic Archetypes like Blessed, Dimensional, or any Cosmic Magic variant; however, it is capable of extracting a Cursed One’s powers. The Demgress Quill is not as popular as the Dugalo Quill, but it does make numerous appearances in underworld activities. “Prepare to learn the dark arts.”</p>	<ul style="list-style-type: none"> • The Demgress Quill can extract Magic from any Archetype except Blessed, Dimensional, or any Cosmic Magic variant; it is also incapable of extracting Ancient Order Magic. • The Demgress Quill can extract any malevolent abilities like Curse Powers or X-Magic.
The Flower Flask (2nd Edition)	<p>Legendary 30 Gold Coins</p>	<p>The Flower Flask was created through the sheer, combined efforts of the early Terralins, Trowks, and Mythical Creatures. Every member of the spectrum held deep affection for both nature and its goddess Cerausia, however, their interest over these two was not fully recognized by the rest of society. In order to</p>	<ul style="list-style-type: none"> • Activation Effect: The Flower Flask can use the hidden abilities of any kind of flower. The effects of the flower last for 1 rotation unless stated otherwise. <ul style="list-style-type: none"> ◦ While activating this effect, you can choose whether your Magic will come out at Malevolent,

		<p>stay connected with the rest of the world and participate in their conquest of magic, the three groups fabricated a tool that exuded natural beauty and power. The Flower Flask has unlimited potential due to using Surumlos's natural components as its power source. Now, several prominent smithing establishments have created replicates of this relic in order to allow more members of society to realize the potential of nature. "Let Cerausia and her world guide you."</p>	<p>Benevolent, or Neutral.</p> <ul style="list-style-type: none"> • The Flower Flask cannot be broken except through extreme magical means. • Every time you use the Flower Flask, you regain 1D6 Hitpoints.
Master Fishing Rod	Epic 18 Gold Coins	<p>The Master Fishing Rod is only for those extremely serious about fishing, and those with lots of money to spare. The Master's Fishing Rod is made out of solid gold, and a water-resistant silk line. Some Master Fishing Rods are made of different types of metal like titanium or sometimes even Magical Platinum. Fish seem to be more attracted to swim toward shiny objects, making Master Fishing Rods expensive for not only its material but its efficiencies as well. Owners of the Master Fishing Rod have stated that they did not miss a single fish after purchasing this Rod. "Damn, nice rod."</p>	<ul style="list-style-type: none"> • Turns the Base DC of fishing to 7. • You gain proficiency in all Wisdom Skills and Expertise for the Skills you are already Proficient in, for the next 12 hours after fishing. • Eating the fish caught with the Master's Fishing Rod instantly replenishes hunger and 1 Exhaustion Level.
Master Bait (10x)	Epic 2 Gold Coins	Master Bait has often been ridiculed for its name, and brushed off as	<ul style="list-style-type: none"> • Greatly increases the chance of fish of higher rarity being caught.

		<p>a joke bait, but its effectiveness in fishing has surprised many buyers and made them come back for more. Master Bait consists of worms covered in gold, prime rib, and dried fish from the shores of Blaezol. Master Bait makes catching the highest quality, rarest fishes a breeze; expert fishermen have claimed to see fish that they have never seen before while using Master Bait. "That fish just punched me!"</p>	<ul style="list-style-type: none"> Eating a fish caught with Master Bait will increase all rolls by 1D6 for the next 24 hours.
Novice Fishing Rod	Common 80 Bronze Coins	<p>Novice Fishing Rods are frequently purchased by those attempting to pick up the hobby of fishing. Novice rods are typically made out of wood, and cheap string; some novice rods have small charms attached to them like green leaves or flower petals as a way of giving a bit of luck to beginning fishermen. For some odd reason, fish seem to be more attracted to shiny fishing rods, which is why wooden fishing rods are so much cheaper than those made with more expensive materials. Typically, Novice Fishing Rods are sold in bundles with Novice Fishing Bait, but people have found more success with homemade bait. "Come on newbie, show me your rod."</p>	<ul style="list-style-type: none"> Turns the base DC for fishing into 16.
Novice Bait (10x)	Common 5 Bronze Coins	<p>Novice Bait is purchased by fishermen in the beginning of their career, are low on money, and</p>	<ul style="list-style-type: none"> Increases the chance of catching fish of higher quality.

		<p>are unable to make their own bait. Novice Bait consists of small earthworms, cheap plastic fish, and corn. Compared to Master Bait, Novice Bait makes it more difficult to catch rare sea creatures, but even for its low quality, people have reported abnormally large fish with the Novice Bait. Novice Bait is typically sold in a bundle with the Novice Fishing Rod. "Time to catch em' all."</p>	
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<i>Flidais Fishing Rod</i>	<i>Uncommon 50 Silver Coins</i>	<p>The Flidais Fishing Rod is an item that was completely endorsed by Hero Champion, more specifically, the huge demand was stated by the Arch. She states that the fishing rod will become the most essential fishing rod in Falcoyre because it was created through the sheer nostalgic fishing sessions of the Hero Champion; many speculate that her speech about the rod was premeditated and insincere. Despite the small bit of controversy, many Falcoyre fishermen state that the Flidais Fishing Rod is actually good; however, the main complaint is that the fishing rod is too pricey for its quality. "There are plenty of fish in the sea."</p>	<ul style="list-style-type: none"> • Turns the base DC for fishing into 12. • Fishing will be done at double advantage.
<i>Flidais Bait (10x)</i>	<i>Common 50 Bronze Coins</i>	<p>The Flidais Bait, just like the Flidais Fishing Rod was completely endorsed by Hero Champion, more specifically, the huge demand was stated by the Arch. The bait is</p>	<ul style="list-style-type: none"> • Increases the chance of catching fish of higher rarity. • You are able to catch at most 1D4 fishes from one bait, however, caught

		<p>shaped like the Hero Champion's weapon, The Whirlpex, and it wields some sort of magic that attracts multiple fishes at once. The Flidais Bait is excellent for novice fishers, and amazing for those who want to look like an impressive fisher. The odd effect of the bait is that caught fishes act slightly more aggressive after a couple hours. "All these fishes are infatuated by me."</p>	<p>fishes will act more feral after 2 hours.</p>
<p><i>Magic Container Tube</i></p>	<p><i>Uncommon 40 Silvers Coins</i></p>	<p>The Magic Container Tube was created by Lismon Mageiver, the most skilled Enchantment user of the 5th century and one of the thirty members of the World Beyond. The Magic Container Tube is one of the most versatile inventions of recent memory; it was utilized to create the modern Orb Set, and it can be used to store up Magic to use for later, and it can slightly enhance the effects of a potion when stored in the container.</p> <p>However, the Magic Container Tube is the most important tool in Enchanting and Scroll Making; without the container, you cannot get started with any of these activities. "So that's what my magic looks like."</p>	<ul style="list-style-type: none"> • The Magic Container can store a creature's singular Magical essence, more specifically, 1 Magic or Power.
<p><i>Kraken Ink</i></p>	<p><i>Epic 1 Gold Coin</i></p>	<p>The Kraken Ink is a key tool in Enchanting and Scroll Making, without it, no Spells or Incantations can be written. Similar to the Kraken beast itself, the Kraken Ink is able to absorb Magic for a limited amount of time, however, the time it takes to write up a Spell or Incantation will most likely</p>	<ul style="list-style-type: none"> • Kraken Ink is capable of absorbing up to 3 Magics or 3 Powers, however, it can only hold a combination of 1 Magic and 1 Power. • Kraken Ink is incapable of holding X-Magic and Ancient Order at the same time.

		<p><i>never exceed the capacity time of the ink. Some people state that Kraken Ink is capable of absorbing a Stage 3 Magic for a full 24 hours until the Magic finally broke and dispersed. Once the Kraken Ink is on the paper, the Magic absorbed will have a much more difficult time leaking. "Try not to drop it."</i></p>	
<i>Rapture Quill</i>	<p><i>Epic 25 Gold Coins</i></p>	<p><i>The Rapture Quill is the most potent and versatile Quill for Scroll Making and Enchanting. The quill wields the same attributes as a Dugalo and Demgress quill, and it has many other functions. The Rapture Quill can also be used as a small storage bag because it can open up a small portal that can store a certain amount of items, which is similar to how a Rapture Owl can create numerous portals to store stuff in. The main issue is that Rapture Quills are not that abundant because most Rapture Owls are reluctant to give up their feathers. "At least use the feather wisely," said the Rapture Owl.</i></p>	<ul style="list-style-type: none"> • <i>The Rapture Quill can open up a Portal Storage that can hold a maximum of 20 lbs.</i> • <i>The Rapture Quill can extract any Magic or Power.</i>
<i>Spectral Stone</i>	<p><i>Rare 5 Gold Coins</i></p>	<p><i>The Spectral Stone is a whetstone that causes weapons to shred through Specters like butter. When a blade is run across the Spectral Stone, the weapon becomes much sharper and is imbued with Absorption Magic. Absorption Magic is used to effectively kill Specters because Specters are primarily made of Magic, but if one is not interested in killing Specters, the Spectral Whetstone may be used for protection from Magical</i></p>	<ul style="list-style-type: none"> • <i>Can be used up to 50 times</i> • <i>When used, your weapon deals an additional 3D4 Damage (Damage type depends on the weapon) for the next encounter.</i> • <i>When a Specter is hit with a weapon that has been sharpened by the Spectral Stone, they will take an additional 3D12 Absorption Damage, and they must roll a DC 15 Constitution Saving Throw or take 2D4</i>

		<p>attacks. The Spectral Whetstone was made for the lower ranking soldiers of the Heavenly Arms because they had difficulty eliminating Specters, the whetstone was soon shipped to aid other continents in their hunts. Members of Specter killing groups have practically doubled their kill count since purchasing the Spectral Stone. "You're gonna be in a great mood all day, slicing your troubles away."</p>	<p>Absorption Damage for 4 rotations. At the end of each of their turns, they may roll a DC 15 Constitution Saving Throw, on a success they no longer take the 2D4 Absorption Damage.</p> <ul style="list-style-type: none"> As a reaction, you make a roll to absorb an incoming Magical projectile, the roll opposes the creature's attack roll, if no attack roll was made then the attacking creature will roll a D20 and add their highest Ability Score Modifier, if you succeed then the projectile is nullified.
Megaphone	Uncommon 15 Silver Coins	<p>Megaphones are utilized by public speakers, those in a protest, and occasionally concerts and conventions, although microphones are more popular in these cases. The Megaphone is typically built in a cone shape, and colored in a red and white stripe pattern. Megaphones have built-in Sound Runes inside of them which is what causes all noise that comes out of it to be significantly louder than usual. Some have been able to produce louder sounds by putting multiple Megaphones together. "Can you hear me now!?"</p>	<ul style="list-style-type: none"> A Creature that rolls a Wisdom (Perception) Check to hear your voice gains advantage.
Orb Cam	Epic 10 Gold Coins	<p>The Orb Cam is powered by Illusion and Enchantment Magic; it is capable of capturing visual images and instantly turning it into a physical photograph. The object is a rather useful piece of equipment utilized by prestigious groups like Heavenly Arms and</p>	<ul style="list-style-type: none"> The Orb Cam comes with 50 empty paper cartridges, meaning you can take 50 photos at most; however, you can buy paper cartridges like Eden paper to refill the Orb Cam.

		<p><i>Fredalion to take photographic evidence; it is also utilized by corporations like The Ecstasy to showcase and promote their products. Despite the Orb Cam being useful in regular adventures as well, many people do not purchase it because of its extremely high cost; however, those that do purchase the Orb Cam are always left satisfied. "Smile for the camera."</i></p>	
<p><i>Nanofiber Polishing Cloth</i></p>	<p><i>Rare 50 Silver Coins</i></p>	<p><i>The Nanofiber Polishing Cloth is a slightly magicalized piece of cloth that is capable of thoroughly cleaning the dirtiest equipment. The cloth was created by Harsis Feyman, a man with extensive knowledge on new and "innovative" Magics like Enchantment and Electromagnetism, and is also a member of the World Beyond; he designed the cloth to absorb and disintegrate the tiniest particles of dust, liquid, grime, dirt, blood, and other pesky components. As of now, the Nanofiber Polishing Cloth is the best, and probably the only way to clean your equipment; the invention was so revolutionary that the previous polishing clothes are now obsolete. "Keeps your equipment squeaky clean."</i></p>	<ul style="list-style-type: none"> • <i>The Nanofiber Polishing Cloth is capable of cleaning and polishing any piece of equipment.</i>
<p><i>Flare Cannon</i></p>	<p><i>Uncommon 12 Silver Coins</i></p>	<p><i>The Flare Cannon is a small, red hand cannon that shoots out shells that leave trails of flame and smoke, its main purpose is to alert people from far distances of where you are. The Flare Cannon is usually packed in</i></p>	<ul style="list-style-type: none"> • <i>When shot, all creatures in a 3 mile radius must roll a DC 6 Wisdom (Perception) Check to spot your flare.</i>

		<p>adventuring kits, a boy scout's bag, and a soldier's pocket. The creator of the Flare Cannon had gotten the inspiration for it when she saw a ball of fire shot into the sky, she had gone to where the smoke from the fire originated, and found a man lost in a forest. "Shoot up, and towards the south."</p>	
<p><i>Illusory Lantern</i></p>	<p><i>Rare 2 Gold Coins</i></p>	<p>The Illusory Lantern was created by an adventurer that wanted to explore the inner sanctums of Crystal Peak. He did his research and believed that the eternal darkness of the caverns would be the greatest obstacles, so he created the Illusory Lantern, which works like a regular lantern, except the flames are accompanied by shadow spirits capable of navigating dark areas. The Illusory Lanturn proved exceedingly useful during his expedition, more specifically, he was incapable of getting lost. However, even with his invention, the adventurer didn't get any satisfactory results due to the vastness of Crystal Peak's caverns. "Shadow puppets come to life."</p>	<ul style="list-style-type: none"> • The flames of the Illusory Lantern provide bright light around a 30-foot radius from it. • You can cast Minor Illusions that take up a Shadowy form; the size of the shadow is dependent on the amount of dark areas. <ul style="list-style-type: none"> ◦ If the Illusion is large enough, it gains the ability to fight. • As long as the paths wield dark areas, the shadows of the Illusory Lantern can help you backtrack.

<p><i>Staff Glider</i></p>	<p><i>Rare 1 Gold Coin</i></p>	<p>The Staff Glider was created by a group of monks that worshipped the sun and moon, but it was popularized by an adventurous monk that yearned to travel the entire world. The monk was always bored at the temple, so he occasionally traversed the entire land by gliding on his</p>	<ul style="list-style-type: none"> • If you are falling, you can make a DC 12 Dexterity Saving Throw Check, if you succeed, the wings of the Staff Glider are retracted and you will take no fall damage; on a fail, you continue falling rapidly. • Activation Effect: If
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		<p>staff. The Staff Glider has retractable, and mechanical sets of wings that allow the user to slowly descend down from the sky. The adventurous monk was seen flying across the sky by many individuals that eventually replicas of the Staff Glider were established for society to utilize. “Yip yip.”</p>	<p>you imbue 1 Magic Charge from Wind Magic on the Staff, you will gain a Flying Speed equal to half your Movement Speed + 5 for rotations equal to the amount of Magic Charges imbued.</p>
Arcane Lense	Epic 10 Gold Coins	<p>The Arcane Lense was created by Cueli Darvito, a Minoume that worked closely with Gianzu Gralbu. The Arcane Lense is a tool that attaches on any Magical Staff and grants it the ability of all-seeing sight around a certain radius. The attachment was one of the vital tools used by Gianzu Gralbu to exterminate the Changeling race. The malevolent shapeshifters have the ability to also mask their own magic presence, however, that ability was useless against the Arcane Lense since it can sense any type of presence, even if it's masked. The only issue about the Arcane Lense is that it cannot detect whether an individual has benevolent, malevolent, or neutral magic. “You can't hide forever.”</p>	<ul style="list-style-type: none"> • The Arcane Lense has a total maximum of 2 Charges per day. • If you activate the 1 Charge, you can see everything within a 200-foot radius, any creature seen through the Arcane Lense is unaware that they were detected.
Pet Collar	Uncommon 28 Silver Coins	<p>The Pet Collar is a leather ring that can be heavily customized. The Pet Collar is purchased by owners who are looking to make their pet more special, give them more individuality, or make it easier to leash their pets. Those who gave their pets a Pet Collar said they felt like their relationship with their pet became much better,</p>	<ul style="list-style-type: none"> • Making a pet wear a Pet Collar will increase count as 2 Minor Moments, if the pet has a Harmony Level. • You gain a +1 to any 1 roll every 12 hours, as long as your pet is around you.

		<p>although certain pets like the Rapture Owl and Boxer Fish refuse to wear a Pet Collar, while these animals just decide that they do not want to wear a Pet Collar, some creatures are unable to wear one because of their size. "You're so well dressed."</p>	
Magical Spell Tome	Rare 4 Gold Coins	<p>The Magical Spell Tome was created by the early Minoumes of Grandose's time. These early ones wielded a vast array of Magical abilities that it was common to forget a few crucial spells. In order to solve the problem of natural forgetfulness, the Minoumes crafted a powerful book capable of absorbing and storing multitudes of Spells. Originally, the creation only aided the Minoumes since they were the only race that could learn a near limitless amount of Magical Abilities, however, society soon figured out that the Magical Spell Tome can contain Magic that doesn't even belong to them. Even eventually, Spell Tomes became a universal tool for everyone, but the original creation is still heavily used by warriors and mages alike. "I now hold the magic within."</p>	<ul style="list-style-type: none"> The Magical Spell Tome can hold at most 20 Known Spells or 3 Unknown Spells.
Tonic Staff	Rare 5 Gold Coins	<p>The Tonic Staff was created by an intellectual graduate from the Eterna Magic House. He was exceedingly gifted in potion making and knew the perfect ingredients to utilize; his talents were recognized and admired enough to gain a request to make a special item for potions. The graduate was</p>	<ul style="list-style-type: none"> The Tonic Staff can store up to 5 Potions and execute all their effects at once.

		<p>introduced to a new concept called “Brewing Fusion,” which is simply stacking the effects of multiple potions together to make unique effects, however, the group that invented the concept did not have an efficient way to execute the fusion. The graduate immediately got an idea and created a staff called the Tonic Staff; this tool allowed the wielder to safely mix multiple potions into the staff’s bottle container and execute the effects through the wielder’s leisure. The item was a major breakthrough and popularized the concept of Brewing Fusion. “Next leveling mixing and brewing.”</p>	
Azure Lantern	<p>Epic 8 Gold Coins</p>	<p>The Azure Lantern was inspired by a young Proxi Ingra that saved a couple children during a horrific wildfire accident. The village of Relsi was set on fire by a group of Grimlar Witches that ruled over the area at one point. Many of the adult villagers were able to escape the chaos, however, many children were forced inside the collapsed homes to endure the flames. All hope was lost, until a young Proxi Ingra who wasn’t even Champion at the time came and attempted to save all the children from the fire; all the villagers attempted to stop him since they believed that the boy would just become another victim. One by one children kept coming out of the burning houses, however, every time a child emerged,</p>	<ul style="list-style-type: none"> • The flames of the Azure Lantern provide bright light within a 40-foot radius. • You are able to create at most 2 Azure Flame Creatures that wield half your Hitpoints, AC, and Ability Scores. • The Azure Lantern allows you to detect life within a 20-foot radius.

		<p>they would state that there was a brave boy inside that was being engulfed by growing and furious flames. Eventually, when most of the children were saved, the flames of the village suddenly turned azure and frigid like winter. Once the flames were cleared, the villagers found Proxi Ingra laying on the floor with a lantern that wielded Azure flames. The great event was dubbed “The Azure Knight.” Soon after, Proxi helped with the creation of the Azure Lantern, which was inspired by the event he took part in. “Birth of the Frigid Champion.”</p>	
Rune Chest	Rare 3 Gold Coins	<p>The Rune Chest was inspired by an experienced Enchantment user that was extremely secretive and disconnected from the rest of Surumlos, however, the only thing that he could not hide was the actual chest that kept his secrets. After the Enchantment user’s lifetime, members of society began to study the makeup and functions of his special chest. In the end, nobody was able to break the chest open, however, the idea of the Rune Chest was created because of the event. Similar to the Enchantment User’s chest, the Rune Chest can only be unlocked through the user’s touch; this is done through an Enchantment Rune that can identify and store fingerprints. “Only you have access.”</p>	<ul style="list-style-type: none"> • The Rune Chest is able to store an item that is at most 10 feet in length and 8 feet in width. • The Rune Chest can only be opened by your touch.
Incendiary Oil	Rare 4 Gold Coins	<p>Incendiary Oil is a dark, slightly translucent liquid</p>	<ul style="list-style-type: none"> • Can be applied to any metal weapon, when

		<p>that wields a smoky stench and heat, it is typically stored in tightly knit bamboo sheet bottles. Incendiary Oil is used by adventurers who want to make their weapons even more dangerous; the Incendiary Oil is poured on a weapon or piece of ammunition, flames emit from it and scorch foes. Incendiary Oil was found in a mineshaft that had gone deep down enough to feel the heat of Surumlos's core, and in that area, black oil had seeped out of the walls. The black oil of the mineshaft wielded Magical components from Surumlos's core, and wielded extremely powerful Fire Magic. "Master the way of the flame."</p>	<p>applied, attacks you make with the weapon gain the following effects:</p> <ul style="list-style-type: none"> ○ Creatures hit by your weapon take an extra 2D8 Fire Damage, and if their Hitpoints were at least ½ of their total Hitpoints, then they will take an extra 2D4 Linger Fire Damage for 3 rotations. ○ You gain a +3 to all your attack rolls. ○ Your attacks become an AOE Attack in a 2x1 space in front of you.
Malefic Lense	Epic 9 Gold Coins	<p>The Malefic Lense was created by a member of the Vanora Gallows; this member had an extremely difficult time figuring out if an individual was Cursed, so he created an attachment for his Magical Staff. The attachment made by the Vanora Gallows member is a small circular lense that gets attached to the end of a Magical Staff, its symbol resembles an eye with a yellow pupil. The Malefic Lense is capable of detecting whether a creature wields Malevolent, Benevolent, or Neutral Magic and if the individual is of a Malevolent Race, or has a Curse. "You thought you could hide."</p>	<ul style="list-style-type: none"> ● The Malefic Lense has 3 Magic Charges. ● If you use 1 Magic Charge, you are able to sense the type of Magic, Race, and Curse of everybody in a 80 feet radius, creatures may roll a DC 17 Wisdom Saving Throw to not get affected.
Liquid Purifier	Uncommon 30 Silver Coins	<p>The Liquid Purifier is a translucent straw that forces liquids to travel a complex</p>	<ul style="list-style-type: none"> ● You may make a roll to purify a liquid and not take any negative effects

		<p>tunnel, this tube makes the liquid go through multiple stages of purification. Water Runes are placed throughout the straw, the first rune removes any bacteria and organisms in the liquid, the second rune filters out any potential Magic that could make the liquid dangerous, and the third rune cleans up any potentially dangerous things that the first two tubes may have missed. The Liquid Purifier is recommended by many adventurers to be brought along in any adventure, so that a safe way to stay hydrated and drink liquids is always available. "Filter your problems away."</p>	<p>from it, the DC is determined by the DM.</p>
<p><i>Mystic Tetrahedron</i></p>	<p><i>Legendary 5 Platinum Coins</i></p>	<p>The Mystic Tetrahedron was created by the early Witches and Warlocks that interacted with the emerging Mythical Creatures of Year 50. This group of magical individuals were exceedingly adept in Magic, and could even make use of Artificial Magic because of their ability to create magic components almost out of thin air. Some of the Witches and Warlocks took their abilities a step further and created mystical objects known as a "talisman," which are objects with powers granted by Witches and Warlocks. One notable talisman is the Mystic Tetrahedron, which allows the user to acquire even the highest level Artificial Magic Spells without the need of any components, however, after its usage, it needs to be recharged for a full day;</p>	<ul style="list-style-type: none"> • Once a week, you can choose or change 1 Level 9 Spell, 1 Level 8 Spell, and 2 Spells of any level except 8 or 9 from any Spellcaster Class. <ul style="list-style-type: none"> ◦ The Level 9 Spell can be used once per week, the Level 8 Spell can be used 2 times per week, and the 2 Spells from any level except 8 or 9 can be used 4 times per week.

		<p>despite that, the Mystic Tetrahedron is a powerful talisman that proves useful to Witches or Warlocks. “Witness magical discord.”</p>	
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<p><i>Linkage Map</i></p>	<p><i>Mythical 20 Platinum Coins</i></p>	<p><i>The Linkage Map is a talisman created by the powerful Grimlar Witches of the 1st century. The talisman allows the user to link the Linkage Map to at most four individuals; once this is done, the holder of the map can become aware of the linked individual’s whereabouts and teleport to them if necessary. The Linkage Map was used by the Grimlar Witches to access the training process of the younger witches; ever since the beginning of their history, many young Grimlars are left in secluded areas such as caves and forests in order to gain better knowledge of their heritage and abilities. This process is believed to bring out all the raw potential of a Grimlar Witch. Those seemingly concerned about the young individuals’ condition typically link them to the Linkage Map in order to stay aware of the little one’s activities. “You are never far away.”</i></p>	<ul style="list-style-type: none"> ● You can link at most 5 creatures to the Linkage Map. <ul style="list-style-type: none"> ○ You can see a 50-foot radius of the linked creature’s surroundings. ○ You can teleport to any linked creature; this process will take between 1-10 minutes depending on the distance.
<p><i>The Eye of Nightmares</i></p>	<p><i>Epic 6 Gold Coins</i></p>	<p><i>The Eye of Nightmares is a talisman created by the more savage Witches and Warlocks during the 2nd century. These types of Witches and Warlocks enjoyed toying around with their victims before maliciously destroying and devouring them; one of the</i></p>	<ul style="list-style-type: none"> ● If you target 1 creature, that creature must make a Wisdom and Intelligence Saving Throw; if the creature succeeds one of them, the illusion will last for 1 rotation, if the creature fails both Saving Throws, the illusion can last up to 10 rotations.

		<p>tools used during these sadistic acts was the <i>Eye of Nightmares</i>. This talisman is a special staff attachment that forces any chosen victim to experience brutal and nightmarish illusions; these graphic images can last as quick as ten seconds, or as long as sixteen days. The length of the nightmares ultimately depend on the individual's sadism. "The nightmare has just begun."</p>	<ul style="list-style-type: none"> ○ While the creature 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 failed both of the Saving Throws, that creature is Frightened for 1D6 rotations.
<p><i>Plate of Abana</i></p>	<p>Epic 10 Gold Coins</p>	<p>The Plate of Abana is a rather dull-looking plate that wields no designs and is colored with an unappealing brown, despite its appearance, the Plate of Abana is made with quite exceptional craftsmanship and is difficult to break. The Plate of Abana is frequently purchased by those who do not have the time to cook meals or stop at restaurants, this is because when a meal is eaten on the Plate of Abana, that meal will always reappear after a certain amount of time, it is able to materialize food because extremely potent Illusion Runes are placed on the plate. The Plate of Abana was created by a raggedy, lazy cult led by a person named Chief Isedao Abana. The people of the cult lacked any knowledge about hunting, and were too busy laying about to learn, but luckily for them, their chef was born with a high Stage of Illusion Magic, so he made it so that</p>	<ul style="list-style-type: none"> ● When a meal is eaten on the Plate of Abana, the exact meal will always reappear on the plate after 4 hours. ● You may choose to roll a DC 15 roll, on a success the meal's Star Ranking is increased by 1, on a fail it is decreased by 1. ● If a new meal is placed on the Plate of Abana, then it will start replicating that new meal.

		<p><i>food would always come to them whenever they were ready to eat. "Dinner time is all the time."</i></p>	
<p><i>Vivid Messenger</i></p>	<p><i>Legendary 2 Platinum Coins</i></p>	<p><i>The Vivid Messenger is a black, more high-end, notebook compared to normal notebooks. The Vivid Messenger is bound together with elastic, the covers are made of expensive leather, and the paper is much more durable than normal notebook paper; but what really makes the Vivid Messenger so special and sought out is the Manipulation Magic imbued in it. The Magic in the Vivid Messenger allows for things written in the notebook to be heard by a person of the user's choosing. The User of the Vivid Messenger must write the recipient's name and visualize them, this is in order to not accidentally let a person with the same name receive the message. Occasionally, the one receiving the message will not hear it either because they are too far, or their current thoughts drown it out. "Hey. Psst, I'm over here."</i></p>	<ul style="list-style-type: none"> • A message written in the Vivid Messenger will be heard by a person of your choosing, but the distance at which the person can hear it varies on your Harmony Level with them: <ul style="list-style-type: none"> ○ Harmony Level 0: 100 Feet ○ Harmony Level 1: 50 Miles ○ Harmony Level 2: 500 Miles ○ Harmony Level 3: 5,000 Miles ○ Harmony Level 4: 15, 000 Miles ○ Harmony Level 5: No limit • The same message can be delivered to at most 5 creatures. • Creatures receiving the message must roll a Wisdom (Perception) Check to hear the message.
<p><i>Orb of Forgotten Knowledge</i></p>	<p><i>Mythical 12 Platinum Coins</i></p>	<p><i>The Orb of Forgotten Knowledge looks similar to a normal crystal ball, but inside the Orb of Forgotten Knowledge seems to be outlines of humanoid creatures that, at an extremely slow pace, seem to be moving. While a Crystal Ball is able to see into the future, the Orb of Forgotten Knowledge is capable of retelling its user of the past.</i></p>	<ul style="list-style-type: none"> • When placed on the ground, the Orb of Forgotten Knowledge will scan the surrounding area, after 1 minute, the Orb of Forgotten Knowledge shows what the area used to look like and what the history of the area is, information is limited by the DM. <ul style="list-style-type: none"> • When the Orb of Forgotten Knowledge is

		<p>When the user places the Orb of Forgotten Knowledge on the ground, it will tell the user the history of the surrounding area in the user's voice, and show slight glimpses as to what the area used to look like. The Orb of Forgotten Knowledge is also capable of being used on a person and will tell of that person's life. Quite ironically, the origins of the Orb of Forgotten Knowledge is unknown, only six exist in Surumlos and they were all found in an old, dilapidated temple in the Skylae Nation. When the Orb of Forgotten Knowledge was used in the temple, nothing was told, and only glimpses of figures walking around the temple were shown.</p>	<p>used on a person, that person may roll a DC 18 Wisdom Saving Throw, on a fail, the history of that person is told to the user, information is limited by the DM, on a success, nothing happens.</p>
<p><i>Totem of the Lich</i></p>	<p><i>Legendary 5 Platinum Coins</i></p>	<p>The Totem of the Lich is a talisman created by a group of Witches and Warlocks that worshiped a Mythical Curse, Lich Queen Nocroza. Unlike most Liches, Nocroza was able to combine her Witchcraft Magic and Lich Powers into one powerful magic source; her abilities allowed her to amplify the power of her followers through the Totem of the Lich. The talisman, once activated, allows the user to acquire a fraction of Nocroza's power, which eventually led to Nocroza escaping the House of Madness in Year 175. Nocroza and her amped-up followers terrorized and conquered South Blaezol for only half a year because of the arrival of a mysterious</p>	<ul style="list-style-type: none"> Once the Totem of the Lich is activated, the following effects will last for 6 rotations: <ul style="list-style-type: none"> When you successfully attack with a Magic-based attack, the attacked creature must make a DC 20 Constitution Saving Throw; on a success, nothing happens, on a fail, the creature is completely frozen for 1 rotation. You deal double damage against Frozen creatures; if the creature is weak to Ice, any magic-based attack done will

		<p>heroine. Nocroza and her followers fought and nearly killed the Maiden, but were eventually overpowered by the lone heroine. After Necroza was once again banished to the House of Madness, the Totem of the Lich talisman became more available to the public through Witch and Warlock-based settlements and major Magic establishments. “Freeze under my rule.”</p>	<p>automatically bring the creature to 0 Hitpoints.</p> <ul style="list-style-type: none"> ○ When you place your finger on a creature’s chest, that creature must make a DC 16 Strength Saving Throw; on a success, the creature will take 1D8 Lich Ice Damage, on a fail, the creature’s Maximum Hitpoints are reduced to 10 for 1D4 rotations. <ul style="list-style-type: none"> ■ If the creature has less than 10 Hitpoints, the creature instantly dies.
<p><i>Bane of Calamity</i></p>	<p><i>Legendary 6 Platinum Coins</i></p>	<p>The Bane of Calamity is one of Cueli Darvito’s greatest creations. Not only was his Arcane Lense creation used to stop the Changeling threat, but the Bane of Calamity invention was one of the major tools used to eradicate Nocroza’s Witch and Warlock army and banish the Lich Queen to the House of Madness one again. The Bane of Calamity is a metallic, cylindrical handle that serves as a special attachment to a weapon’s shaft. The mysterious Maiden that posed as Lumienza Gralbu used five Bane of Calamities and attached them on each of her Pike of</p>	<ul style="list-style-type: none"> ● When you attach the Bane of Calamity on the shaft of your weapon, your weapon gains the following benefits: <ul style="list-style-type: none"> ○ Your weapon deals double damage to any Malevolent Creature. ○ If you dealt more than 40 damage with a single strike against a Malevolent Creature, that Creature’s Magic Charges and Abilities are nullified for half 1D4 rotations. The same creature

		<p><i>the Heavenly Cosmos look alike weapon's handle, which amplified her evil slaughtering capabilities to an extreme. The Bane of Calamity not only inflicts more pain upon an evil creature, but it also hinders their malevolent powers temporarily. "Let me quell your malevolence."</i></p>	<p><i>cannot be affected by this effect again.</i></p> <ul style="list-style-type: none"> ○ <i>When a Malevolent Creature is successfully attacked, that creature must make a DC 20 Strength Saving Throw or lose 1D4 to all their Ability Score Modifiers. This effect can stack a total of 3 times on the same creature.</i> ● <i>If your weapon has multiple handles, you can attach another Bane of Calamity onto the extra shaft(s); however, if your weapon has 2 Bane of Calamities attached to it, you must roll a DC 16 Strength/Constitution Saving Throw or your weapon breaks into pieces. The DC increases by +2 for each extra Bane of Calamity.</i>
<i>Heart of Byfron</i>	<i>Mythical 16 Platinum Coins</i>	<p><i>The Heart of Byfron belongs to an ex-follower of Nicroza named Byfron Mortama, a powerful Lich who is also a close relative to the late, great hero, Aevil Mortama. Byfron always stood in the way of the mysterious Maiden attempting to banish Nicroza, but eventually, Byfron realized the error of his ways after one final bout against the Heroine. Before he died, Byfron gave the Maiden a gift that would help her against Nicroza and her army. The Heart of Byfron</i></p>	<ul style="list-style-type: none"> ● <i>When you attach the Heart of Byfron to your armor, you gain the following benefits:</i> <ul style="list-style-type: none"> ○ <i>If you succeed a DC 16 Constitution Saving Throw, you are immune to a Curse-based ability. This effect can be used once, during the beginning of any creature's turn.</i> ○ <i>If you touch a Creature's heart (even a Lich), that</i>

		<p>was an icicle, orb-shaped heart that attaches itself to an individual's armor and encases it with ice-based coverings seen in high ranking Liches. The heart also grants the individual with some Lich abilities, however, it has the potential to completely corrupt an individual; luckily, the maiden had the Bane of Calamity in hand before her mind could become nefarious. No other individual has ever been in possession of the real Heart of Byfron, however, extremely talented and powerful mages were capable of creating replicas somewhat similar to the original. "I'm sorry for failing you again."</p>	<p>creature must roll a DC 20 Strength Saving Throw or be frozen for 1 rotation.</p> <ul style="list-style-type: none"> ○ You can encase yourself in Lich Ice during your Extra Phase. The Lich Ice has an AC of 18, Hitpoints of 65, and is resistant to all Magic Archetypes. While encased in this Ice, you regain 3D10 Hitpoints + the Total Damage the Ice received, and regain 1D6 Magic Charges + the number of times the Ice has been attacked. This effect can be used 3 times per battle. ● Once every 5 rotations, you must roll a DC 15 Constitution Saving Throw or undergo Insanity for 1D4 rotations.
Seal of Identity	Mythical 45 Platinum Coins	<p>The Seal of Identity was created by the combined efforts of Cueli Darvito and Gianzu Gralbu, and their extensive experience with Cosmic and Arsenal Shift Magic. The seal proved to be the most effective tool against the Changelings because it rendered their most powerful tool completely useless, their ability to shapeshift into other creatures. Some Changelings that had the ability to copy an individual's weapon were also proven useless when Gianzu's</p>	<ul style="list-style-type: none"> ● When the Seal of Identity is applied on the creature and object, the affected creature and object will gain the following benefits forever: <ul style="list-style-type: none"> ○ Anybody with Transformation Magic or any similar abilities cannot shapeshift into the affected creature. ○ Anybody with Arsenal Shift Magic or any similar abilities

		<p>weapon was also affected by the Seal of Identity. Ultimately, the Seal of Identity can be applied to a creature or object; this makes shapeshifting into that creature, or replicating the weapon impossible due to the intricacies and master-lock-like function of the Seal of Identity. The main problem with the seal however is that once it is activated, there is no way to reverse the effects. As of Year 420, nobody has figured out how to unlock the Seal of Identity. "Your individuality is safe forever."</p>	<p>cannot identify or replicate the affected object.</p> <ul style="list-style-type: none"> ○ The wielder of the affected object will always know the location of the object. However, this effect can be nullified for a temporary amount of time. ● The effects of the Seal of Identity cannot be dispelled through any means.
<i>Armament Pack</i>	<i>Common 1 Silver Coin</i>	<p>The Armament Pack is a simple, one-piece strap that allows you to carry more pieces of equipment; more specifically, the Armament Pack will hold objects such as swords, staffs, guitars, etc. Most adventurers have this on hand in order to carry more equipment than their hands can handle. The great aspect about the Armament Pack is that it can also be worn on your side if you already have a backpack, on your legs if the equipment is small enough, and even in front of you, though with some minor mobility problems. "Strap it on."</p>	<ul style="list-style-type: none"> ● The Armament Pack can hold at most 4 pieces of weapons or tools.
<i>Body Transmogifier</i>	<i>Rare 7 Gold Coins</i>	<p>The Body Transmogifier is a talisman created by the Witches and Warlocks of the 3rd century. Upon activation, the Body Transmogifier is able to provide its user with one extra limb; the provided limb could be an extra arm, leg, or something that does not even come from people,</p>	<ul style="list-style-type: none"> ● Once every hour, you are able to grow any 1 limb from your body, including non-human limbs, these limbs last for 5 minutes. ● You must roll a DC 13 Wisdom Check to efficiently utilize non-human limbs.

		<p>like a monkey tail. The Body Transmogifier was created by a Witch who had gotten an amputee at a young age, so for the majority of her life she attempted to find a way to bring her arm back, eventually she was able to create the Body Transmogifier, which has been useful all over the world. “Why don’t you grow a pair, or maybe just one.”</p>	
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❖ **List of Materials**

Name	Rarity & Average Price	Description	Effect
<i>Gladiolus Flower</i>	<i>Uncommon 15 Bronze Coins</i>	<p>The Gladiolus Flower is a floral representation of strength, integrity, and infatuation; they have also become a defining symbol for skilled, female warriors. The flower itself is typically given as a gift in order to provide the receiver the strength and honesty to bypass life’s hurdles, it is also given as a sign of remembrance. The dark myth about the Gladiolus Flower is that if an individual were to be allergic to its presence, then that individual will struggle to gather enough strength and honesty to conquer the obstacles of their misfortune. “You will be remembered.”</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ When you are being hit by a Saving-Throw Type attack, you can choose any Saving Throw of your choice and it is done at double advantage. ○ If you fail a roll, you can add 1D12 to your highest roll and use that total.
<i>Grandia Spring Flower</i>	<i>Rare 3 Silver Coins</i>	<p>The Grandia Spring Flower is one of the four seasonal flowers that emerged from Grandose Indra’s descent to</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s):

		<p>the world of Surumlos; this variant represents deep love and devotion. The Grandia Spring Flowers are mostly seen in eventful scenes like weddings and festivals; people believe that having these around will bring about great moments for that event. Gifting a close friend or relative a Grandia Spring Flower means that you truly appreciate their company and aid, but handing it to a special someone means that you absolutely love them in a completely romantic sense and deem them as a soulmate. “The Destiny Child has arrived.”</p>	<ul style="list-style-type: none"> ○ The healing output of all your Healings arts will increase by 6D12. ○ Your magic is able to heal any entity without harming them. ○ When you deal damage to a creature(s), you can heal allies equal to the total damage you dealt. ○ When you successfully attack a creature, that creature will have to roll a double disadvantage against your next Saving Throw Type attack. ● If you have 20 of these, you gain an advantage in all Charisma Checks.
Grandia Summer Flower	Rare 3 Silver Coins	<p>The Grandia Summer Flower is one of the four seasonal flowers that emerged from Grandose Indra’s descent to the world of Surumlos; this variant represents absolute strength and inception. The Grandia Summer Flowers are typically seen in large-scale fighting tournaments like Hero-Maker and The Sandstorm; people believe that having these around will encourage the participants to fight to their absolute fullest. These flowers are also common during birth to ensure that the child will live a long and prosperous life. “The Destiny Child has arrived.”</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ Your Saving Throw and Ability Score modifiers increase by +5. ○ You gain AC equal to your Highest Saving Throw. ○ You regain half your Hitpoints. ○ All your Status Ailments are removed. ● If you have 20 of these, you gain an advantage in all Strength and Dexterity Checks.

Grandia Autumn Flower	Rare 3 Silver Coins	The Grandia Autumn Flower is one of the four seasonal flowers that emerged from Grandose Indra's descent to the world of Surumlos; this variant represents lasting hope and resolve. The Grandia Autumn Flower is the only Grandia Flower that is not fully represented in any event, however, many travelers carry it around to ensure their journey will always be safe. There are different practices that people perform in order to attain the flower's luck charm: some methods include leaving behind a flower at the start of a journey and leaving one at the end, slowly ripping apart its petals while commencing the start of a journey, handing the flower or its petals to benevolent creatures, and soothing your weapon with the flower's essence, all of which are said to bring good luck. "The Destiny Child has arrived."	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ You gain 3 Reaction Poin. ○ You can conduct any action with advantage during your Reaction Phase. ○ Creatures making an AOE or Saving Throw Type against you gain a -3 penalty to their roll. ○ Any Singular or Multi-Targeting attack damage you take is reduced by 4D12. • If you have 20 of these, you gain advantage in all Wisdom Checks.
Grandia Winter Flower	Rare 3 Silver Coins	The Grandia Winter Flower is one of the four seasonal flowers that emerged from Grandose Indra's descent to the world of Surumlos; this variant represents profound loss and honor. The Grandia Winter Flower is typically seen in melancholy places such as funerals and graveyards; people say that its presence allows the dead to enter the afterlife peacefully. Most people that mourn for a lost soul leave behind a Grandia Winter Flower in order for the dead to enjoy the journey of the	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ You gain 1 Momentum Mark. ○ One Spell from a Stage 3 Magic or under will be a critical. ○ Attacking a weakness will allow you to conduct your attack roll at double advantage. ○ If you successfully attack a creature,

		<p>afterlife. Gifting a Grandia Winter Flower to a suffering individual shows your deep sympathy and empathy for that individual's situation. "The Destiny Child has arrived."</p>	<p>that creature must make a DC 19 Constitution Saving Throw; on a fail, the creature gains an Exhaustion Level. If they succeed, nothing happens.</p> <ul style="list-style-type: none"> • If you have 20 of these, you gain advantage in all Intelligence Checks.
Daisy	Common 1 Bronze Coin	<p>Created by the Supreme Empress Cerausia, the Daisy is typically a delicate flower with white petals around a yellow middle. The Daisy symbolizes pure innocence, and in some places, it represents hope. Giving somebody a Daisy shows them that your love for them is loyal. The Daisy is sometimes depicted as a representation of hope, like in continents such as Blaezol, because of the bright yellow that is in the middle of the flower, almost being like a light at the end of a tunnel. "A symbol of innocence."</p>	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ◦ The DC for your Saving Throw Attacks increase by 3.
Tulip	Common 1 Bronze Coin	<p>Created by the Supreme Empress Cerausia, the sweet Tulip flower comes in bunches of Spring colors, the flower consists of a stem that protrudes large green leaves that almost look like feathers, at the top of the stem is an assortment of petals to form a wine glass shape. Tulips are symbols of a perfect, fantasy-like love, and certain tulips represent the brightness of a smile. Many children's fairy tales depict stories of princesses looking for love with Tulips. "A</p>	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ◦ Critical Chance is reduced by 2.

		<i>symbol of perfect love.”</i>	
<i>Rose</i>	<i>Common 1 Bronze Coin</i>	<i>Created by the Supreme Empress Cerausia, the extremely popular Rose comes in a wide variety of colors, but the most common variety are Red Roses, which represent a powerful passion for another person. Roses are also known for the many thorns they have, its sweet fragrance, and multi-petaled shape. There is a tale of a man who traveled all of Surumlos just to bring his lover a bouquet of Roses. “A symbol of deep love.”</i>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ Your next attack will deal additional 1D8 Piercing Damage, and the attacked creature must roll a DC 7 Constitution Check or be charmed.
<i>Dianthus</i>	<i>Common 1 Bronze Coins</i>	<i>Created by the Supreme Empress Cerausia, the gracious Dianthus wields a spicy fragrance to it, the ends of its petals are slightly spiky, its middle has a circular, dark shade, and the colors of the ends of its petals are brighter. The Dianthus is said to be the flower of the Supreme Beings, and when it is given to someone, it shows admiration and gratitude. Some say that Cerausia had created the Dianthus in her image. “A symbol of divinity.”</i>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ Your next two attacks will deal extra 2D12 damage to Benevolent, or Malevolent creatures.
<i>Vine Sap</i>	<i>Legendary 15 Gold Coins</i>	<i>The Vine Sap is a potent medicinal herb that can only be found in a Vine Sap Spring. In order to stumble upon a Vine Sap Spring, the area must contain mostly natural components like trees and bushes, and must wield a hint of Cosmic presence. Some notable areas that hold these springs are Bamba Grove and Astray Forest; despite the location of the Vine Sap being known, most if not all places that wield</i>	<ul style="list-style-type: none"> ● All status ailments are gone, and you cannot get inflicted by a status ailment for 1D6 rotations. ● Attacks done against malevolent creatures like Infernalings, Curses, Witches, and Warlocks deal double damage for 1D6 rotations. ● When you get knocked out for the first time, you will only need to roll 1 successful Saving Throw to get up.

		<p><i>this sap are completely dangerous. Many beginning and even some experienced adventurers confident enough to seek the Vine Sap themselves struggle to come out of their adventure in one piece, which is why the Vine Sap is highly valued. “Let the critters and spirits guide you.”</i></p>	
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<p><i>Wine of Spring</i></p>	<p><i>Mythical 2 Platinum Coins</i></p>	<p><i>The Wine of Spring is a divine drink created by the Supreme Being of Nature, Cerausia, and it can only be gained through Season Falls Spring like the one in Bamba Grove. In order to obtain the Wine of Spring, one will need to sacrifice a Grandia Spring Flower and a benevolent magic essence; those who sacrifice a malevolent magic essence will be punished by a great nature beast. Those who tasted the Wine of Spring state that their Magic undergoes a deep, calm evolution; Gianzu Gralbu himself has stated that drinking the Wine of Spring can make anyone powerful. “Avoid the Gale Dragon.”</i></p>	<ul style="list-style-type: none"> • <i>For 5 rotations, you do not waste any Magic Charges, and you can deal Magic Attacks during your Extra Phase.</i> • <i>All your Magics become Benevolent and are cleansed.</i>
<p><i>Blue Rose</i></p>	<p><i>Uncommon 50 Bronze Coins</i></p>	<p><i>The Blue Rose is an odd flower compared to the other rose variants. Instead of simply acting as something blatantly positive or hopeful, the Blue Rose represents mystery and the impossible. At first, most people thought that the Blue Rose represented unattainable love, however, it was occasionally seen as something heinous. Most notably, major curse hunter</i></p>	<ul style="list-style-type: none"> • Activation Effect: <i>If you have a Flower Flask, you can randomly activate one of the following effect:</i> <ul style="list-style-type: none"> • <i>1-2: You lose 2 Magic Charges (You can choose the Magic(s) affected.)</i> • <i>3-4: You gain 3 Magic Charges (You can choose the Magics(s) affected.)</i> • <i>5-6: The next attack roll made against you will be at double advantage.</i> • <i>7-8: The next 2 attack rolls</i>

		<p>groups like the Vanora Gallows use a hint of Blue Rose in their poison in order to effectively kill malevolent creatures; eventually lowly and more savage groups picked up the tactic. Despite its negative uses, the Blue Rose occasionally brings out the benevolent side of an individual; typically, those who plant Blue Roses are either mourning the dead, respecting the living, and/or repenting for their crimes. “A natural Blue Rose, now that’s a mystery.”</p>	<p>you make are at double advantage; one of those attacks can be critical.</p>
Yam Grape	Uncommon 1 Silver Coin	<p>The Yam Grape is a fruit exclusive to Ulunrae; it is mostly used for medicinal purposes. The citizens of Ulunrae are lucky that Yam Grapes grow best in the winter because the fruit can handle common illnesses like colds and the flu. Eating one of these a day will typically get rid of any common illness after a couple days. Despite its adequate medical properties, Yam Grapes can also be used as an exotic ingredient for wine, however, making wine with it will be extremely difficult; so difficult that experienced wine manufacturers would have some trouble. “A Yam Grape a day keeps the doctor away.”</p>	<ul style="list-style-type: none"> • If you eat a Yam Grape, all your status ailments will be removed, however, this may not work on status ailments like Shadowflame.
Hydrangea	Common 2 Bronze Coins	<p>Created by the Supreme Empress Cerausia, the large Hydrangea is a flower that holds many soft petals to form a circular shape. Hydrangeas can be portrayed differently depending on how the giver feels about the receiver, they</p>	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ◦ The amount of damage your next attack deals will heal 1 of your allies by half of the

		<p>can be used to express gratitude for being understood, or express that the receiver is heartless. Hydrangeas are also known to symbolize a person's strong, earnest emotions. Alchemists have found that the Hydrangeas are quite potent to make potions that boost one's fighting ability. "A symbol of heartfelt emotions."</p>	amount.
Delta Flower	Common 3 Bronze Coins	<p>The Delta Flower is a special flower only grown in tall places like large mountain tops or flying islands. Despite its delicate appearance, the Delta Flower is extremely dangerous to touch or consume. An adult Chimera consumed a group of Delta Flowers and died after only four hours of consumption. The flower itself is not exactly poisonous, it's just that its magical properties work to suffocate the poor victim from the inside. Society soon realized that the only way to use the impressive properties of the Delta Flower is through the Flower Flask; without the Flower Flask, or any similar tool, it will be impossible for an alchemist to use the Delta Flower as an ingredient without harming the drinker of the concoction. "Keep away from Chimeras."</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ You regain half 1D4 Magic Charges. ○ Attacks against flying creatures will be at advantage. ○ Creatures hit by an attack imbued with the Delta Flower lose half 1D4 Magic Charges.
White Dianthus	Common 3 Bronze Coins	<p>The White Dianthus flower, similar to its other Dianthus brederens, is considered to be the flower of the Supreme Beings; however, this variant is stated to be closely tied to the Supreme Being of Calamity, Lykerious. The White Dianthus flower wields</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect for half 1D4 rotations: <ul style="list-style-type: none"> ○ If you fail any roll, you can choose to succeed instead; this can only be

		<p>a semi-double blanket of white blooms around its bud, and pure foliage-like petals around the bloom; its delicate and refined appearance of the flower completely contrasts with its associated Supreme Being. The most likely story of its origins has to do with an individual named Somalu Malcroz, a Drowlin girl aided by Lykerious. Seeing the Supreme Being of Calamity feeling pity for a mortal is an unlikely sight, even for the rest of the Supreme Beings; once Somalu was granted Luck Magic by the deity, the White Dianthus flowers began to emerge to represent the girl's godsent luck. "Pray that Lykerious will bestow mercy."</p>	<p>used once per turn.</p>
Lilac	Common 1 Bronze Coins	<p>Created by the Supreme Empress Cerausia, the homey Lilac flower is a small flower that grows in extremely large numbers, they often look like big purple bushes and are a popular decoration in festivals and parties when space needs to be filled. Lilacs are a representation of the joys of youth, and its innocence; they may be symbols of the confidence of children as well. After a woman gives birth, she and her baby receive many Lilacs as a sign for good luck for the baby, and to feel the happiness of childhood for their entire life. "A symbol of youth."</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ If the Lilac is the first flower used for the Flower Flask, then your next attack will be at advantage. ○ If the lilac is used after another flower has already been used in the Flower Flask, then you must first roll a 15 or above on a D20 to gain advantage.
Baby Breath	Common 1 Bronze Coin	<p>Created by the Supreme Empress Cerausia, the little Baby Breath wields small,</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following

		<p><i>white petals sometimes accompanied by purple ones around the yellow bud. The flower is commonly seen in weddings because it represents purity and everlasting love. The flower got its name because many individuals believe it smells like a baby's breath, which could be interpreted negatively or positively; despite that, most people do not mind the smell or presence of the delicate Baby Breath. "A symbol of everlasting love."</i></p>	<p><i>effect(s):</i></p> <ul style="list-style-type: none"> ○ <i>If you fail a Saving Throw, you can add a D6 to the roll. This can only be used once.</i>
Lonsdaleite	<p><i>Legendary 1 Platinum Coin</i></p>	<p><i>Lonsdaleite made its appearance to society in Year 100, when small black meteors landed all across the land of Surumlos. Not only did the meteors seep into the land and grant newborns with Lonsdaleite Magic, but people who discovered the meteorites in time took the materials and made strong and powerful equipment with it. Society soon realized that these small meteors would make their appearance every century, considering that they consistently emerged during the beginning of each century. Out of all the other materials, Lonsdaleite has the most defensive potential, which is why this material is mostly used for walls and pieces of armor. "Wish upon the falling meteor."</i></p>	<ul style="list-style-type: none"> ● <i>Can be used for Crafting</i>
Wurtzite BN	<p><i>Legendary 1 Platinum Coin</i></p>	<p><i>Wurtzite Boron Nitride was created accidentally during a duel between Grandose Indra and the self proclaimed "Star Ravager," Praox Byron. During the duel, Praox's Diamond arm suddenly</i></p>	<ul style="list-style-type: none"> ● <i>Can be used for Crafting</i>

		<p>absorbed Grandose's Black Lightning; with the brief battle, Praox was able to deliver a beatdown on Grandose before he was banished by the Destiny Child. After the bout, Grandose realized that some areas that he traveled to were affected by his Black Lightning, so now society had access to Wurtzite Boron Nitride; the material has the strongest, initial defense out of all materials in Surumlos.</p> <p>A natural variant of this material exists, however, it is not as powerful as the magical version made by Grandose. "The Star Ravager's final gift."</p>	
Diamond	Epic 25 Gold Coins	<p>The Diamond sold in most small establishments are the natural, and brittle kinds, which are still rather valuable, however, its magicalized version is a lot more valued and versatile. The magicalized variant of Diamond does not have the same brittleness as the natural Diamonds, which makes it an efficient material for any type of equipment. Diamonds are also heavily utilized as a material for Magic items due to their magical drawing abilities; the most useful trait of the Diamond is its ability to contain almost any form of Magic, making it essential in Scroll Making and Enchantment as well.</p> <p>Diamond may not be as powerful as Lonsdaliete and Wurtzite BN, but it is much easier to use as a component. "Shine bright like a diamond."</p>	<ul style="list-style-type: none"> • Can be used for Crafting

<i>Iron</i>	<i>Uncommon 10 Silver</i>	<i>Iron is one of the most common metals used by craftsmen and blacksmiths for many types of weapons, tools, and armor. Iron allows for high amounts of defense, while slowing down its user; it is popular for its hardness and durability while still being an extremely common metal. Iron is not only used for battle equipment, but it is the most universal metal, used for many construction projects, and normal tools like kitchen appliances and fishing rods. Iron equipment is typically used by beginner adventures because of their low skill level, and iron being the most basic to use. Iron was found even before the arrival of the Destiny Child Grandose Indra, although they were not able to fully utilize its potential, and it was only after Grandose came that people were able to craft items with iron. "Be careful of rusting."</i>	<ul style="list-style-type: none"> • <i>Can be used for Crafting.</i>
<i>Titanium</i>	<i>Uncommon 10 Silver</i>	<i>Titanium is an extremely common metal that blacksmiths use to create hard hitting weapons, and protection for those with finesse. Titanium is not typically used for tools and construction due to its brittleness, although it is perfect for weapons because of its high amount of strength. Armor, when made of Titanium, is typically light armor that allows its user to have quick movements while still having a layer of protection. Technical fighters are usually the ones to use</i>	<ul style="list-style-type: none"> • <i>Can be used for Crafting</i>

		<p><i>Titanium equipment because the weapons made of Titanium are quite easy to break, and the armor does not protect as well as iron does. Titanium is found deeper in caves compared to Iron, making it so that people were not able to find Titanium until after the arrival of Grandose, but when people knew where to find Titanium, it soon became as common as Iron. “You shoot me down, but I won’t fall. I am Titanium.”</i></p>	
<p><i>Eden Tree Wood</i></p>	<p><i>Epic 6 Gold Coins</i></p>	<p><i>Eden Tree Wood is the most prized type of wood for any item. The components of Eden Tree Wood are so desirable because of its origins, overall quality, and its magical components. The Eden Trees had come to Surumlos directly from the Upper Realms during its creation, however Eden Trees had only started growing after the arrival of Grandose Indra. Eden Tree Wood emits a lingering, slightly sweet aroma, and Eden Tree Wood is known to be the most durable wood in Surumlos; Eden Trees are rather sturdy because they have been imbued with a little bit of Divine power. The fruits that grow from Eden Trees wield powerful healing and protection capabilities, some believe that the power of the fruits seeped into the tree. “Listen closely, and you can hear it breath.”</i></p>	<ul style="list-style-type: none"> • <i>Can be used for Crafting</i>
<p><i>Mahogany Wood</i></p>	<p><i>Rare 2 Gold Coins</i></p>	<p><i>Mahogany Wood is a popular material among the wealthy, and is typically used to build luxurious-looking</i></p>	<ul style="list-style-type: none"> • <i>Can be used for Crafting</i>

		<p>furniture. Mahogany Wood is a symbol of elegance and strength, it is said to have the protection to resist lightning. Mahogany Wood is a prized hard wood because of its durability and special reddish color. Furniture making is not the only use of Mahogany either, it may be used to purchase luxury row boats, or instruments like an acoustic guitar.</p> <p>“Maaaaahogany.”</p>	
<p>Lotus Flower (Lotus Garden)</p>	<p>Relic N/A</p>	<p>Regular Lotus Flowers are as cheap as most normal flowers like Roses and Daisies, however, the Lotus Flower from Huntria’s abandoned Lotus Garden is a truly special and mysterious variant. As of Year 420, most people have never heard about the Lotus Garden, and those that do typically play it off as a myth. The stories of the Lotus Garden states that the Garden’s Lotus Flowers are able to bring happiness to even the gloomiest creature, others state that gifting this Lotus Flower is a sign of absolute love and compassion, a small number of them state that the flowers are meant for celebratory events like festivals and parties; due to the numerous stories of the Lotus Garden and many individuals debunking its existence, nobody will truly know if there is such thing as a special Lotus Flower. “A beauty untouched by the world.”</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ When a benevolent creature is close to death, that creature can make a DC 20 Constitution Saving Throw; on a fail, the creature will die, on a success, the creature regains their Maximum Hitpoints, Spell Slots, and all their Charges. ● Once per session, you can make a flat roll; if you roll a 10 or below, nothing happens, if you roll an 11 or above, you gain an Inspiration for the session.
<p>Frog Eye</p>	<p>Uncommon 15 Silver Coins</p>	<p>The Frog Eye is a common ingredient in alchemy, its components help in making</p>	<ul style="list-style-type: none"> ● Can be used in Crafting.

		<p>potions that will aid one's health. In shops, Frog Eyes are sealed in bottles so that its stench does not stink up the rest of the shop; even with the Frog Eye smelling rotten, it happens to be the least grotesque part of a frog. "What's that smell?"</p>	
<i>Snake Tongue</i>	<p>Uncommon 15 Silver Coins</p>	<p>The Snake Tongue is a common ingredient in alchemy, the properties of Snake Tongues are able to make potions that will boost physical combat prowess. The poison of the snake's teeth has seemed to drop down to its tongue, it is fitting for the tongue of the snake to be dangerous because of its fork-like shape. "Don't lie, kids."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
<i>Shark Tooth</i>	<p>Uncommon 16 Silver Coins</p>	<p>The Shark Tooth is a common ingredient in alchemy and jewelry, adding a Shark Tooth to a potion will help make the potion increase someone's combat power. Shark Teeth are also commonly used for necklaces and charms, these pieces of apparel are typically symbols of protection that keeps many dangers away. "Don't go in that water!"</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
<i>Dragonfly Wing</i>	<p>Uncommon 15 Silver Coins</p>	<p>The Dragonfly Wing is a common ingredient in alchemy, the properties of Dragonfly Wings will boost a fighter's magical ability. Dragonfly Wings are commonly found, or ripped off, by little children making bug collections; the fragility of the wing makes it quite good for incorporating it into recipes because it breaks down easily. "It's as thin as</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

		silk.”	
<i>Basilisk Scale</i>	<i>Legendary 1 Platinum Coin</i>	<p><i>The Basilisk Scale comes from a formidable and fearsome beast called a Basilisk, which is a large, dark, serpent with petrifying eyes. Most adventurers are incapable of completely wiping out a single Basilisk by themselves due to the creature’s hardened armor and its unique, potent ability. Similar to a Noonlovex curse, the Basilisk is able to completely petrify an individual, almost instantly; it is also capable of turning nearly any projectile attack into stone. Before facing a Basilisk, it would be wise to come up with many strategies to prevent its petrifying ability, however, this effort may not be enough due to its defensive scales and bladed, poisonous fangs. “Look away from its eyes.”</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Kraken Eye</i>	<i>Legendary 1 Platinum Coin</i>	<p><i>The Kraken Eye comes from one of the two tyrants of the sea, the Kraken, which is a ginormous squid-like creature with heavy influence on the sea and air. Whenever a Kraken is nearby, the clouds become dark, and multitudes of thunderstorms emerge; the warning signs alone are capable of ravaging up an entire village. Once the Kraken reaches the end point of the clouds, it can expand the storms even further, making it much more powerful; if it continues to do this, then the Kraken will be nearly unstoppable. The best approach to defeating a Kraken is to engage it</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>

		immediately, however, be wary; a Kraken at the beginning of the storm phase can still wipe out a large group of unprepared adventurers. "The calm before the storm."	
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<i>Eternal Flame</i>	<i>Legendary 2 Platinum Coins</i>	<i>The Eternal Flame comes from an all-mighty beast called the Arch Flame Dragon; one of these creatures is capable of wiping out an entire town in under an hour. Thankfully, Surumlos does not experience that much Arch Flame Dragon threats because of the extremely long process of their birth. An Arch Flame Dragon can only emerge when violent flames come in contact with a significant Magic source, and is exposed to it for a long period of time; currently, the only major place an Arch Flame Dragon can emerge from is Mount Orieus, the largest supervolcano, however, many informed individuals speculate that the Binary Volcano will soon be the creature's next origin point. The Eternal Flame itself is a difficult ingredient to utilize, however, when the individual finally figures out how to handle it, the flames will prove to be rather versatile and useful. "Relish in the flames."</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Rabbit Foot</i>	<i>Uncommon 10 Silver Coins</i>	<i>The Rabbit Foot is a common ingredient in alchemy and making charms, its charms and potions are known for making one's agility better, and luck greater. The Rabbit</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>

		<i>Foot has widely been known to grant luck because of the reproductive qualities of rabbits that were thought to help with harvest and fertility. "Cut it off on Friday."</i>	
<i>Bee Stinger</i>	<i>Uncommon 10 Silver Coins</i>	<i>The Bee Stinger is a common ingredient in alchemy, as an ingredient, the Bee Stinger is capable of enhancing certain Magics and attacks. Some have been skeptical about Bee Stingers being used in potions because of their high toxin levels, but in the process of alchemy, the poison turns non lethal for the body because of the other components used. "Not the bees!"</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Spider Egg Sack</i>	<i>Uncommon 15 Silver Coins</i>	<i>The Spider Egg Sack is a common ingredient in alchemy, the properties of the Spider Egg Sack boost one's stamina, and with the right ingredients, may make the user be able to climb. Spider Egg Sacks contain around one-hundred to two-hundred spider eggs inside of them; this makes them a good source of protein, especially in areas like Salem, where the use of Spider Egg Sacks in alchemy originated. "Kill it with fire!"</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Bear Claw</i>	<i>Uncommon 15 Silver Coins</i>	<i>The Bear Claw is a common ingredient in alchemy, the Bear Claw is a popular ingredient when alchemists want to increase their strength. The Bear Claw is usually mistaken for the popular breakfast food of the same name, and when newbie alchemists buy the Bear Claw, they may mistake</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>

		the ingredient for a taxidermy of a bear's claw. "Where did you get those scars?"	
Changeling Finger	Mythical 5 Platinum	The Changeling Finger is from a nearly extinct, malevolent race capable of changing their appearance and abilities. As of now, the Changeling Finger amount is abundantly low due to most Changelings being vaporized by Gianzu Gralbu. Not only do Changelings have the ability to shapeshift, but they are able to fully regenerate in a matter of weeks as long as a body part is intact. The small amount of Changeling Fingers in Surumlos are sealed in containers that minimize Magic Flow, which ultimately prevents the Changeling from regenerating back to a whole being. Alchemists rarely use the Changeling Finger as a material due to its dangerous magical properties; most people that purchase this typically keep it for collection purposes. "Don't set it free."	<ul style="list-style-type: none"> • Can be used in Crafting. • If you leave out the Changeling Finger for a full week, then a Changeling will emerge.
Glowing Mushroom	Uncommon 13 Silver Coins	The Glowing Mushroom is a common ingredient in alchemy, it is helpful in creating potions that boost a person's Magical power. Glowing Mushrooms are most commonly found in abundance in underground caves, and scarcely inhabited forests, they are typically white mushrooms with blue, glowing spots; some use glowing mushrooms as a replacement for torches. "I'm on shrooms."	<ul style="list-style-type: none"> • Can be used in Crafting.
Sequoia Roots	Uncommon	Sequoia Roots are a common	<ul style="list-style-type: none"> • Can be used in Crafting.

	<i>17 Silver Coins</i>	<i>ingredient in alchemy, its properties are able to make concoctions that boost a person's endurance. Sequoia Roots are used a lot more compared to other tree roots because they are one of the strongest tree roots out there; many say that Sequoia Trees are able to stand tall during the fiercest thunderstorms and floods because of their strong roots. "Stick to your roots."</i>	
<i>Leviathan Fang</i>	<i>Mythical 18 Platinum Coins</i>	<i>The Leviathan Fang comes from the most fearsome and strongest tyrant of the sea, the Leviathan, which is a serpentine beast known to sink village-sized battleships in near minutes. The Leviathan is a type of creature that no sole adventurer can strategize against; the beast is well known for its unrivaled rage and unpredictable destruction. The power of a Leviathan is unrivaled by many Mythical Creatures considering that the beast commonly consumes significantly dangerous creatures like Siren hordes and Krakens almost every day, which places the Leviathan near the top of the Mythical Creature social order. Despite their egregious history and fabricated horror stories, it is not impossible to defeat a Leviathan, however, only a small handful of individuals have defeated one by themselves. "Don't travel too far into the ocean's unknown."</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Cardinal Aster</i>	<i>Rare</i>	<i>The Cardinal Aster Flower is</i>	<ul style="list-style-type: none"> • Activation Effect: <i>If</i>

<i>Flower</i>	<i>35 Bronze Coins</i>	<p><i>the symbol of the Doltera Clan, which was one of the most malevolent clans of the late 3rd century. Unlike the normal Aster flower, which means love, wisdom, and faith, the unnatural, dark Cardinal Aster Flower symbolizes the star-sized sense of pride of the Doltera Clan; the flower still retained its meaning even after the clan's reformation. The old Doltera Clan followed a strict code: "If your victim does not acknowledge your unyielding pride, then you are not fit to be a Doltera assassin."</i></p> <p><i>However, after the Ninja Maiden's involvement in the clan's family affairs, the code has slightly changed. "One member's unyielding pride is the pride of the entire clan."</i></p>	<p><i>you have a Flower Flask, you can activate the following effect(s):</i></p> <ul style="list-style-type: none"> <i>○ You gain an advantage in Dexterity (Stealth) checks.</i> <i>○ If you are about to lose a Gap Point for the first time, you don't.</i>
<i>Aster</i>	<i>Common 1 Bronze Coin</i>	<p><i>Created by the Supreme Empress Cerausia, the rather skinny Aster flower is a delicate entity in nature; however, despite that, the flower is named after the star, Aster. The thin petals of the Aster also resemble the small rays of a star. The Aster flower represents wisdom and faith, which heavily reflects its uses in Alchemy. This flower is mainly used for potions that boost an individual's Magic power and emotions, more specifically, it forces the individual to become braver, yet slightly cautious. "A symbol of faith and wisdom."</i></p>	<ul style="list-style-type: none"> ● Activation Effect: <i>If you have a Flower Flask, you can randomly activate one of the following effect:</i> <ul style="list-style-type: none"> <i>○ You regain 1 Magic Charge.</i> <i>○ Your AC increases by +2.</i>
<i>Megalapagos Hide</i>	<i>Legendary 4 Platinum Coins</i>	<i>The Megalapagos Hide was brought in by the heroic maiden that saved Barcigul</i>	<ul style="list-style-type: none"> ● <i>Can be used in Crafting.</i>

		<p>and Binary Volcano from a severe blizzard. During the time of the maiden, the Megalapagos Hide was extremely abundant since the creature had tons of fur on it; the fur itself was used for many pieces of armor and replaced all types of fur materials at the time. The Megalapagos Hide was not only tough and durable, but it was also surprisingly comfortable; the maiden stated so herself when society made her a winter sweater out of the fur. However, as of Year 420, the Megalapagos Fur is rather limited and only major groups like the Eterna Magic House and Surumpolis Empire have access to it now. "The harsh Winters will return."</p>	
<i>Eel Tail</i>	<p>Uncommon 15 Silver Coins</p>	<p>The Eel Tail is a common ingredient in alchemy, the components of the Eel Tail are able to aid in making potions that would help its user in electrocuting enemies. Eel Tail soup is a popular delicacy in Blazeol and is often purchased to create the dish, however those who are not familiar with the food are suspicious about how safe it is to eat Eel Tail Soup that comes from Eel Tails with electric properties. "Is the whole eel the tail?"</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
<i>Clownfish Fin</i>	<p>Uncommon 10 Silver Coins</p>	<p>The Clownfish Fin is a common ingredient in alchemy, alchemists have found that the Clownfish Fin is able to create potions that boost one's glamour and speech. The Clownfish Fin is occasionally purchased as a charm and not an ingredient,</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

		<p>it is typically parents and housekeepers who keep one as a lucky charm; it is believed that a person's home will be undoubtedly safe no matter the circumstance, this is believed because whenever a Clownfish becomes aggressive, it will only be because something is threatening the place they inhabit. "I'm no clown."</p>	
Crab Leg	<p>Uncommon 11 Silver Coins</p>	<p>The Crab Leg is a common ingredient in alchemy, the Crab Leg is most often used as a component for making potions that makes its user more dexterous, or pack more punch with their fists and feet. A folk tale told around some places warn that if you drink a potion that was made with a Crab Leg, you'll only be able to walk sideways for a week, typically this is told by completely pro-animal rights activists. "I'm doing the crab walk."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
Lobster Claw	<p>Uncommon 18 Silver Coins</p>	<p>The Lobster Claw is a common ingredient in alchemy, the potions that utilize the Lobster Claw typically aid its user by heavily harming aggressor's, and making its user wiser. The Lobster Claw is known to be extremely powerful, capable of breaking bones, and destroying small rocks. Some lobsters are born with only one claw, and it is said that claws from those lobsters wield even more power. "Don't stick your finger there."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
Boxer Fish Fist	<p>Rare 4 Gold Coins</p>	<p>The Boxer Fish Fist is quite a rare item, however it is not</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

		<p>as looked down upon as Dugalo Wings and Demgress Horns because of the stigma against Boxer Fishes, even if they can be pets. The Boxer Fish Fist is popular for its aid in an athlete's abilities, which make them much better in their sport. Scrolls and potions made with the Boxer Fish Fist is one of the most potent ways to increase one's power and strength. The Boxer Fish Fist is known as a fist, but it is actually a fin, the Boxer Fish is born, and grows, to have abnormally large and muscular fins capable of punching through iron. "It's brain is almost as big as it's arms."</p>	
Dugalo Wing	Rare 3 Gold Coins	<p>The Dugalo Wing is only purchasable in underground markets because it is extremely taboo among society to salvage parts of everyday pets. The Dugalo Wing is an ingredient used in illegal scrolls and potions, typically to make its user fly, however it is not as efficient as using Harpy parts; using a Dugalo Wing in a recipe may also turn its user and the user's Magic more benevolent. The first use of the Dugalo Wing in alchemy and scroll making was with a man named Felonius, who had enslaved people to gather ingredients for his experiments, and one day, one of his minions brought home a Dugalo Wing.</p> <p>"Whoever you are, you should feel bad."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
Demgress Horn	Rare 5 Gold Coins	<p>Despite the Demgresses having a much closer relationship with the</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

		<p>underground than the Dugalos, Demgress Horns are still considered extremely taboo among Surumlos's society. Due to the Demgress's association with Inferna, individuals that utilize the Demgress Horn as an ingredient typically make potions, scrolls, and incantations that grant abilities similar to an Infernaling. Just like the Demgress Quill, the Demgress Horn is used in more illegal ways, such as making scrolls and potions deemed unacceptable by the public, and as a fire rod capable of burning through weak door knobs and locks. "Show this, and get attacked by a cat lover."</p>	
Trout Gills	Uncommon 10 Silver Coins	<p>The Trout Gills are a common ingredient in alchemy, usually Trout Gills are utilized by those planning to go out at sea because the gills are capable of making potions that can make a person breathe underwater. The gills of a trout are more popular than other fish's gills because they are much more delicate, just lightly holding the Trout Gills could severely damage it, so it dissolves well in the alchemy process. "Put it in a bag, so you don't break it."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.
The Raven's Fruit	Legendary 3 Platinum Coins	<p>The Raven's Fruit is a pinkish fruit with small thorns protruding out of them, the fruit's flesh is pale, and its texture closely resembles a creature's organs. The Raven's Fruit is described to wield an earthy and rotten flavor, but those naïve</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

		<p>enough to have taken a bite of the Raven's Fruit barely had enough time to regret their action because a poison deadly to people is inside of the fruit. Legends say that the Raven's Fruit originated from Astray Forest's Nature Guardian, Plantia. The story tells of two children who had been lost in the Astray Forest, they spent hours crying and attempting to find their way out of the forests; luckily for the children, Plantia was in a caring mood and felt a little sorry for the two children. In order to help them, Plantia gave them the Raven's Fruit, so that they would not starve in her forest. Despite given food, the children still wanted more food, so they decided to hunt the animals in Astray Forest for more; this action enraged Plantia, so she made it impossible for them to leave the forest, and she made the Raven's Fruit deadly for consumption to spite those trying to take from her. "The meal is insubstantial."</p>	
Centipede Antenna	Uncommon 11 Silver Coins	<p>The Centipede Antenna is a common ingredient in alchemy, alchemists utilize it to brew potions that will greatly amplify one's awareness. Criminals occasionally buy the Centipede Antenna as a lucky charm for catching victims and finding riches, this superficial belief came from the fact that centipedes utilize their Antenna to locate prey. "You'll especially need it when you lose it."</p>	<ul style="list-style-type: none"> • Can be used in Crafting.

<i>Beetle Shell</i>	<i>Uncommon 14 Silver Coins</i>	<i>The Beetle Shell is a common ingredient in alchemy, its properties aid in creating potions that protect the user and those around them, occasionally a person creates a potion that brings them closer to nature. Beetle Shells are popular because of their hardness, certain shells can even be as hard as rock, and a popular band has named themselves the Beetle Shells because they describe their music to be a “hard jazz”, and they also utilize many drums in their music. “Knock, knock.”</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Salmon Guts</i>	<i>Uncommon 15 Silver Coins</i>	<i>The Salmon Guts are common ingredients in alchemy, they are utilized in potions that are able to make its user bolder and stronger. Salmon Guts are used in place of other fishes because salmon are considered to be more adventurous and daring, this is because salmon are one of the only fish to live in all types of dangerous bodies of water. “No guts, no glory.”</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>
<i>Monkey Brain</i>	<i>Uncommon 16 Silver Coins</i>	<i>The Monkey Brain is an ingredient in alchemy not used often because people consider monkeys to be more sentient than the typical animals that have materials gathered from them, those who purchase a Monkey Brain are typically looking to make themselves more intelligent. Monkeys, compared to most animals, are quite smart because of their use of tools and the environment, so people have found that utilizing their intelligence to further boost a</i>	<ul style="list-style-type: none"> • <i>Can be used in Crafting.</i>

		<p>person's has been efficient. "About the size of a Cavernsu's brain."</p>	
Boar Snout	<p>Uncommon 15 Silver Coins</p>	<p>The Boar Snout is a common ingredient in alchemy, the Boar Snout is popular in potions that will make the ones who drink it have the impressive smelling capabilities of boars. The Boar Snout is a popular item in alchemy because its benefits are more potent than a material like a pig snout or horse snout; this is because boars hone their sense of smell to increase their chances of survival in the wild. <i>"*Sniff* *Sniff* Found you."</i></p>	<ul style="list-style-type: none"> • Can be used in Crafting
Black Rose	<p>Uncommon 10 Bronze Coins</p>	<p>The Black Rose is a puffier, yet thornier variant of a Rose. These types of roses do not occur naturally, they gain their dark colors and somewhat poisonous thorns through decomposed bodies, and the souls of the dead. Not all roses undergo this new, unorthodox transformation, about fifty percent of the roses seen in graveyards turn into Black Roses. It is stated that having a large batch of Black Roses may bring good luck to a sickly individual; some have also stated that having so many means you are hoping for some kind of revival, either a physical or mental one. However, most individuals choose not to collect so much Black Roses since it can potentially bring great misfortune to the collector. <i>"Try to rest easy."</i></p>	<ul style="list-style-type: none"> • Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ You can gain double your Maximum Points or be at 1 Hitpoint, which is dependent on a D4 roll. If you have 10 Hitpoints or below, you will automatically be Unconscious with one failed Death Saving Throw. This will last until the end of battle. • If you collected 50 of these, you will occasionally undergo an aggressive state (The occurrence depends on the DM).
Emerald Vine	<p>Legendary</p>	<p>The Emerald Vine consists of</p>	<ul style="list-style-type: none"> • Activation Effect: If

	50 Silver Coin	<p>three or four claw-shaped flowers attached to a large stem that grow best in damp areas. Currently, the Emerald Vine is the rarest flower in the world, and is also rather close to extinction; it has been found in the deeper parts of Zundria's Astray Forest and once in Falcoyre's Blicken Forest. One of the reasons behind its rarity is because of the difficult task of growing one; Emerald Vine needs to be in a rather humid area with the sun out, plenty of water capable of feeding rows of Roses, and it needs to be attached to some kind of branch. Despite the flower's dependency on its owner to provide, the Emerald Vine's symbolism is extremely powerful. "The strength to tackle the world."</p>	<p>you have a Flower Flask, you can activate the following effect(s):</p> <ul style="list-style-type: none"> ○ You gain a Highest Ability Score+Highest Saving Throw to any roll you choose within the turn. That roll will also be done at double advantage. ● Using the Emerald Vine as an ingredient will increase the Star Ranking roll by +2.
Chocolate Cosmos	Uncommon 20 Bronze Coins	<p>The Chocolate Cosmos has soft, stuffy, red or bright pink petals that smell just like chocolate, however, eating it is not advised since it packs enough poison to knock out a bear. The Chocolate Cosmos flower is rather rare in most natural places, but it is extremely abundant in places like Enchalo and Arceiyus; the flower has different meanings in those areas. In Enchalo, handing someone a Chocolate Cosmos is the ultimate representation of love and affection, this meaning is still retained if the gifter is an Enchalon, in Arceiyus, handing someone the flower is the ultimate sign of respect and camaraderie. To the rest of the world, they</p>	<ul style="list-style-type: none"> ● Activation Effect: If you have a Flower Flask, you can activate the following effect(s): <ul style="list-style-type: none"> ○ You gain a +3 on all Charisma Checks.

		<i>all share one universal meaning. "A sign of peace and wholeness."</i>	
<i>Frost Troll Tusk</i>	<i>Rare 80 Silver Coins</i>	<p><i>The Frost Troll Tusk comes from a breed of trolls that are immune to the cold, and the only variant that wields tusk.</i></p> <p><i>The Frost Troll is usually seen alone near the top of a high mountain, however, it is advised to never provoke a pack of Frost Trolls since these ones are more intelligent and strangely cunning. Singular Frost Trolls have large, somewhat bloody tusks, but are mostly never in great condition; however, Frost Trolls in a pack have slightly smaller tusks, but are sharper and much cleaner. The reason behind this is because the Frost Trolls in a pack have learned to clean and sharpen their tusks using the tools of their victims; adventurers should always beware of the small percentage of Frost Trolls capable of understanding societal language and desires. "Run! The trolls are near."</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting</i>
<i>Royal Frost Crown</i>	<i>Legendary 2 Platinum Coins</i>	<p><i>The Royal Frost Crown comes from a queenly, yet spectral-like creature that is considered to be the monarch of their icy terrority. If an area suddenly experiences a heavy, stormy blizzard, then that means a Royal Frost is nearby. Attempting to escape will nearly be impossible, most individuals actually advise for you to stay put when this happens. Once you encounter the Royal Frost, you either have two options: fight the icicle monarch and</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting</i> • <i>If you have this in possession, your Charisma Checks against Icicle Creatures gain a +3.</i>

		<p><i>potentially end up dying, or hope that it spares and guides you out of the storm.</i></p> <p><i>The outcome of this encounter usually results in the victim either perishing, or becoming a Verglamoth slave to the Royal Frost. "Ice-cold rule."</i></p>	
<i>Verglamoth Hand</i>	<i>Rare 2 Gold Coins</i>	<p><i>The Verglamoth Hand comes from a bestial creature that wields icicle platings around its head, arms, torso, and legs. Verglamoths are more durable than an Ice Golem, and stronger than a Frost Troll. Some Verglamoths are as intelligent as an average individual; this is because some of the Verglamoths were originally people that got turned into slaves by a Royal Frost. A singular Verglamoth is quite formidable, but manageable for competent adventurers, however, seeing a group of these means that a Royal Frost's palace is nearby, which spells disaster considering the overwhelming power and authority of a Royal Frost and her loyal servants. "Part golem, part beast, part man."</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting</i>
<i>Flameborn Ash</i>	<i>Uncommon 20 Silver Coins</i>	<p><i>The Flameborn Ash comes from a creature made from molten rocks, and powered by a volcano's abundant Fire Magic. A singular Flameborn is rather manageable for a single adventurer to handle, however, most Flameborns are seen in groups; this is because many Flameborns are born simultaneously. Even with their large numbers, the Flameborns are still not much trouble for a</i></p>	<ul style="list-style-type: none"> • <i>Can be used in Crafting</i> • <i>If a Flameborn Ash is left in an extremely humid area for a month, a small Flameborn will emerge.</i>

		group of component adventurers due to the creature's slow attacks, and huge body. However, try to not get hit by one, or else you'll end up with a huge burn mark that will refuse to leave for months. "The ashes will rise again."	
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❖ List of Pets

<i>Name</i>	<i>Rarity & Average Price</i>	<i>Description</i>	<i>Effect</i>
<i>Dugalo</i>	<i>Rare 1 Gold Coin</i>	<p><i>The Dugalo is a dog-like creature with white, feathery wings, and they are typically kind and loyal in nature. These creatures emerged around the same time as the Mythical Creatures; however, despite the timing of their appearance, there isn't much of a connection between Dugalos and Mythical Creatures, including society's reaction towards both groups. While many members of Surumlos were afraid and even despised the Mythical Creatures, Dugalos were immediately accepted due to their harmlessness and cute appearance, though, they still wield enough Magic to defend themselves against small threats like wolves and possibly weak Sirens. "A man's best friend."</i></p>	<p>Hitpoints: 50 Armor Class: 16 Movement Speed: 45 Feet Flying Speed: 45 Feet</p> <ul style="list-style-type: none"> • <i>The Dugalo wields Stage 2 Divine Magic and Stage 1 Restoration Magic.</i> • <i>The Dugalo can send out a bright beam that deals 2D10 Divine Damage. If a creature is hit by this attack, they must roll a DC 10 Wisdom Saving; on a fail, the creature is blinded for 1 rotation.</i> • <i>The Dugalo sends out a healing pulse to any creature; that creature regains 1D10 Hitpoints.</i>
<i>Demgress</i>	<i>Rare 1 Gold Coin</i>	<i>The Demgress is a cat-like creature with scarlet, scaly</i>	Hitpoints: 45 Armor Class: 15

		<p>wings, and they usually have a large sense of self-importance and grandeur but are rather lazy at the same time. These creatures emerged around the same time as the Infernalings, more specifically, the Demgresses came out of the first Hellgate a couple weeks after the first set of Infernalings. Unlike their close relatives, which caused fiery havoc across the land of Surumlos, the Demgresses lived a secluded lifestyle, while at the same time playing tricks on any neighboring creature. They were soon discovered by the rest of society, and were accepted in; the one quality of the Demgresses that most people didn't appreciate was their lazy, yet mischievous nature. "Please stop messing with me."</p>	<p>Movement Speed: 15 Feet Flying Speed: 70 Feet</p> <ul style="list-style-type: none"> • The Demgress wields Stage 2 Inferna Fire and Lightning Magic. • The Demgress can send out a black and red demonic beam that deals 3D10 Infernal Damage. If a creature is hit by this attack, they take 1D6 Infernal Damage every rotation, this cannot be dispelled through normal means (Saving Throws). • When a Demgress has not yet attacked a creature, it can stay invisible until it is detected or until it attacks a creature.
Cavisol	<p>Legendary 3 Platinum Coins</p>	<p>The Cavisol is a hamster-like creature with powerful mimicry capabilities, however, they copy the abilities of their owner the best. Cavisols are known to be just as loyal as the Endiomare; they will do their absolute best to never leave their owner, and will even risk their own lives to protect them. These creatures can be extremely weak and dull, or exceedingly powerful and intelligent, which depends on the Cavisol's owner; their attitudes are also capable of changing, however, this component is not as drastic as intelligence and Magic capabilities. If a Cavisol is ever away from its owner for</p>	<p>Hitpoints: Same as its owner. Armor Class: Same as its owner. Movement Speed: Same as its owner. Flying Speed: Same as its owner.</p> <ul style="list-style-type: none"> • The Cavisol is as intelligent as the owner, however, it can never speak a word. • The Cavisol adopts 10 of the owner's Magic Skills (Owner's choice). • The Cavisol adopts 2 of the Owner's NPC Abilities (Owner's choice). • The Cavisol gains a +5 to their roll against manipulation spells.

		<p>too long, it will start to lose all its magical abilities, and may potentially die from loneliness, or simply find a new owner if it feels like it. "Don't feed them too many crackers."</p>	
<p><i>Guithin</i></p>	<p><i>Legendary</i> <i>2 Platinum Coins</i></p>	<p>The Guithin is a rabbit-like creature that serves a similar function as a Cavisol; Guithin are spiritually and magically connected to its owner. However, the main difference is that the Guithin also has a great connection with nature itself; instead of wielding powerful copying abilities, the Guithin has the potential to wield the strongest Stage of Plant Magic, however, this component is highly dependent on the owner's profound connection with nature. The stronger the connection between the two spectrums, the stronger the Plant Magic; an extremely amped-up Guithin is capable of facing powerful threats like teenage Dragons and Hydras. Besides their destructive abilities, the average Guithin is capable of transforming a small scorched area into a tropical paradise, and they also leave behind flower and grass trails as they walk. However, considering that many members of the Surumlos society do not fully value nature, most Guithins never reach their full potential. "Give nature a chance."</p>	<p>Hitpoints: 10-200 Armor Class: 10-20 Movement Speed: 35 Feet</p> <ul style="list-style-type: none"> • The Guithin wields Stage 1-5 Plant Magic; the Magic Stage is highly dependent on the owners affinity with nature and the Guithin itself. • The Guthin can purify any corrupted space (Ex: Poisonous water can be cleansed.) • The Guthin gains a +5 to their roll against manipulation spells.
<p><i>Rovia Raven</i></p>	<p><i>Epic</i> <i>30 Gold Coins</i></p>	<p>The Rovia Raven has one of the best senses out there; they are also intelligent enough to perceive speech and visual aid. Due to their keen</p>	<p>Hitpoints: 60 Armor Class: 16 Movement Speed: 40 Feet Flying Speed: 185 Feet</p> <ul style="list-style-type: none"> • The Rovia Raven is able

		<p>abilities, most mail services use Rovia Ravens to deliver mail across the world; this task isn't much of a problem for Rovia Ravens since they wield photographic memory.</p> <p>First, the Rovia Raven is given a brief description of their location, then they use their powerful smelling sense to either track their target or find the physical location; when a Rovia Raven experiences some difficulty, it calls upon nearby Rovia Ravens and other keen creatures to give it vital information. As of now, society is still trying to decipher the language of the Rovia Ravens in order to create a future where an individual can make direct conversation with a Rovia Raven. "The best aerial mailman there is."</p>	<p>to track a creature or find a location if you give it something to smell, and a brief description of the place or individual.</p> <ul style="list-style-type: none"> • The Rovia Raven will take 1D6 Days to return back to you. • The Rovia Raven can never get tired or hungry, so it can continuously deliver things for you. • The Rovia Raven has one Void Storage that can hold a maximum of 50 lbs.
Rapture Owl	Mythical 10 Platinum Coins	<p>The Rapture Owl is one of the few creatures born from the Eden Tree of the Upper Realms; some of the tree's seeds occasionally descend down to Surumlos and give birth to mystical creatures, Rapture Owls being the most common, yet still extremely low on numbers. Unlike most of its associates, the Rapture Owl is not physically strong, however, it is the most intelligent creature in Surumlos; the average Rapture Owl has a larger IQ than all average members of any species. Not only are Rapture Owls exceptionally intelligent, but they are capable of learning any language within a couple months at most, and can</p>	<p>Hitpoints: 85 Armor Class: 18 Movement Speed: 35 Feet Flying Speed: 125 Feet</p> <ul style="list-style-type: none"> • The Rapture Owl's Intelligence and Wisdom Ability Scores are 35. • The Rapture Owl can speak any language it comes across by making a DC 16 Intelligence Check. • The Rapture Owl can teleport to any location it has been to or to any creature it has met through its Cosmic Portal. <ul style="list-style-type: none"> ◦ At most 3 medium-sized creatures and the Rapture Owl itself can enter the Cosmic Portal at a time.

		<p>travel to any location it has been to before via Cosmic portals. Despite their amazing abilities, Rapture Owls are typically known for their reluctant and independent attitudes. “With an average IQ of 300, it can solve any of your problems, if it feels like it.”</p>	<ul style="list-style-type: none"> • The Rapture Owl has its own Portable Storage that can hold at most 5 tons of storage. • The Rapture Owl is unaffected by any form of manipulation except Magics similar to Stage 5 Manipulation.
Crimsonaire	<p>Epic 45 Gold Coins</p>	<p>The Crimsonaire is a bulky steed covered in everlasting flames. It is at least two times more powerful than a normal horse, capable of breathing fire like a dragon, and leaves behind blazing fire trails as it moves; despite its unique and impressive abilities, the Crimsonaire has trouble regulating its Fire Magic, which is the reason why the steed never replaced horses entirely. The owner of the Crimsonaire must have a deep and extensive knowledge about Fire Magic and its mechanics in order to teach the Crimsonaire how to regulate its fire, however, the main problem with that is the Crimsonaire is not as receptively inept as a Cavisol or Guithin. Only a handful of individuals have ridden on a Crimsonaire, the most notable being Vyron Rueben, a former Grand Gallantry Champion. “Regulate those flames.”</p>	<p>Hitpoints: 165 Armor Class: 18 Movement Speed: 180 Feet</p> <ul style="list-style-type: none"> • The Crimsonaire wields Stage 2-4 Fire Magic and Stage 3-4 Explosion Magic. • The Crimsonaire is able to cast the Fireball spell once per turn without expending spell components. If it succeeds a DC 18 Constitution Saving Throw at the beginning of its turn, then it can cast the Fireball spell twice. • The Crimsonaire leaves a flame on a space it landed on. Any creature that steps on this space will take 2D4 Fire Damage every rotation until it succeeds a Dexterity Saving Throw.
Blungshear	<p>Uncommon 75 Silver Coins</p>	<p>The Blungshear is a wolverine-like creature with two different claws: one blunt, and one sharp. Despite the rather intimidating appearance of the Blungshear, they are mostly timid creatures that are more afraid of you; it rarely</p>	<p>Hitpoints: 50 Armor Class: 14 Movement Speed: 30 Feet</p> <ul style="list-style-type: none"> • The Blungshear can help you with Crafting, Cooking, Alchemy, Scroll-Making, and Enchanting, which will provide you with an

		<p>attacks another individual unless heavily provoked.</p> <p>However, despite their established passive nature, there is a small group of Blungshears nicknamed “Ravagers,” who are the complete opposite in personality. The Ravagers wield much sharper claws, quicker on their feet, and are ultimately not afraid to shed a few tons of blood, however, due to their limited population, most members of society do not need to worry about these variants. “A great helper.”</p>	<p>advantage and +2 bonus on any one roll.</p> <ul style="list-style-type: none"> • If the Blungshear is familiar with a simple crafting recipe, it can automatically craft the item for you.
Endiomare	Mythical 20 Platinum Coins	<p>The Endiomare is an otherworldly horse that was born from the Eden Tree of the Upper Realms; some of the tree's seeds occasionally descend down to Surumlos and give birth to mystical creatures, one of those creatures being the Endiomare. The mythical beast does not wield any abilities until it meets its rightful companion. Once the Endiomare finds the destined partner, it will gain the same magical abilities as that individual and a bond will be established. If the destined individual's strongest magic is Fire, then the Endiomare will slowly transform into a fiery and radiant horse; the form of the Endiomare primarily depends on their partner. “We ride till dawn.”</p>	<p>Hitpoints: 200 (Maximum: 1000)</p> <p>Armor Class: 16 (Maximum: 25)</p> <p>Movement Speed: 150 Feet (Maximum: 800 Feet)</p> <ul style="list-style-type: none"> • The Endiomare will wield a Stage 4 variant of your best Magic at least. • The Endiomare will continue to live as long as it's destined partner is still alive. <ul style="list-style-type: none"> ◦ Once the partner dies, the Endiomare has 10 days to find another destined partner. • If the Endiomare reaches 0 Hitpoints and fails its Death Saving Throws, it will turn into ashes and become a full horse again after 10 days.
Pegasus	Epic 50 Gold Coins	<p>The Pegasus is a majestic flying horse that lives among the clouds with Skylaes and Harpies; despite the two races being able to fly, the Skylaes and Harpies</p>	<p>Hitpoints: 100</p> <p>Armor Class: 14</p> <p>Movement Speed: 80 Feet</p> <p>Flying Speed: 160 Feet</p> <ul style="list-style-type: none"> • The Pegasus wields Stage

		<p>occasionally use Pegasi as a form of transportation. Just like a regular horse, a Pegasus can carry a chariot filled with at most eight people, however, their most valuable ability is their flight speed. The reason why most Skylaes and Harpies use Pegasi to travel is because these creatures are at least two times faster and wield more stamina than normal Skylaes and Harpies. Even notable Skylae Commanders and Harpy Heroes are impressed with the powerful capabilities of a Pegasus. “Fly like the wind.”</p>	<p>3 Wind Magic and Stage 2 Lightning Magic.</p> <ul style="list-style-type: none"> Once a Pegasus is fully trained, it will always listen to its partner and resist manipulation with double advantage. A Pegasus is proficient in Heavy and Light Armor (Its movement speed will not be affected unless the armor grants a speed buff) The Pegasus have a keen sense of smell.
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Ereptos	<p>Rare 3 Gold Coins</p>	<p>The Ereptos is a large snake capable of completely camouflaging itself, and possibly those around it. The Ereptos had evolved to be able to camouflage because it had difficulty catching its prey since it had such a long body, but that problem had soon disappeared. The Ereptos’s length is comparable to eight people, making it an extremely unpopular pet, but those who have bought and cared for the Ereptos were surprised by its extremely docile and timid nature. Despite Ereptos’s solving their problem of food, they still look for help and tend to stay loyal to other creatures when they think they are helping them. The appearance of an Ereptos depends on the surface that they are on, but their original color is known to be a dark, glossy purple. “That slithery thing, where</p>	<p>Hitpoints: 60 Armor Class: 18 Movement Speed: 30 Feet</p> <ul style="list-style-type: none"> All Dexterity (Stealth) Checks are made at double advantage. An Ereptos may roll a DC 14 Intelligence (Nature) Check to allow allies in a 10-foot radius to gain advantage on Dexterity (Stealth) Checks.
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		did it go?"	
<i>Kryachnaid</i>	<i>Rare 90 Silver Coins</i>	<p>The Kryachnaid is a large spider that fits in a person's palm. The Kryachnaid has light blue skin, but it's fur is a darker blue, little snowflakes are in the irises of the spider's eyes. The Kryachnaid is cool to the touch because of its strong Ice Magic, which is directly connected to its life force; if a Kryachnaid is healthy, then their Ice Magic will be more potent, but if it is badly hurt, then it's Magic would barely be able to harm a creature. If a Kryachnaid goes long enough without any Magic Energy, it will start to die. Kryachnaids are extremely weak and vulnerable to any kinds of heat, stove tops would melt off a Kryachnaid's skin almost instantly, and being near a volcano would strike fear into the heart of a Kryachnaid. Kryachnaids are typically timid, and easily frightened, and its owners protection is not really a priority for the Kryachnaid. "What a little cutie."</p>	<p>Hitpoints: 25 Armor Class: 21 Movement Speed: 30 Feet</p> <ul style="list-style-type: none"> • The Kyrachanid has a weakness to Fire Damage • The Kryachnaid wields Stage 2-3 Ice Magic. • If the Kryachnaid's Hit Points reach 5 or below, its Ice Magic turns into Stage 1 Ice Magic. • If the Kryachnaid has 5 or more Temporary Hitpoints, on top of its maximum Hitpoints, or has a shield, the Kryachnaid will gain Stage 4 Ice Magic. • If the Kryachnaid does not have any Magic Charges for 4 rotations, it will take 3D12 Ice Damage.
<i>Maelfong</i>	<i>Rare 4 Gold Coins</i>	<p>The Maelfong is a large bat creature that wields powerful Fire Magic. Maelfongs, like most bats, originate from caves, so they have dark brown fur and wings; although unlike typical bats, the Maelfong's eyes glow a bright orange whenever they fly, or use their Magic. The Maelfong is not an intelligent creature, and has a difficult time developing bonds and understanding concepts; despite these mishaps, Maelfong are popular pets,</p>	<p>Hitpoints: 60 Armor Class: 18 Movement Speed: 5 Feet Flying Speed: 80 Feet</p> <ul style="list-style-type: none"> • The Maelfong wields Stage 3 Fire Magic • The Maelfong may roll a DC 13 Wisdom (Survival) Check, on a success, it completely remembers everywhere it went, and the directions in the past 4 hours. • The Maelfong produces Magical light as long as it is flying.

		<p>especially among adventurers because of the ability to produce light, and their experience in traversing caves. The Maelfong had first been made pets by the Cavrensu people, who had also aided in their creation by exposing many bats in their cave to their Fire Magic. Many people thought that the Cavrensu mindset had rubbed off on the creatures of their cave. People have speculated that more types of bats were created in the depths of caves, with other Magics like Plant and Lighting. “For some reason, it’s a popular gift for orphans.”</p>	
Mantrius	Epic 30 Gold Coins	<p>The Mantrius is a praying mantis-like creature that has two different forms: its first form is as small as a short quiver, while its second form is twice the size of a Minotaur. These ferocious creatures are close relatives of the Arachnias, however, they are unable to speak properly and thrive on numerous amounts of blood. The Mantrius’s size is highly dependent on how much blood it has consumed, the more blood it drinks, the larger and stronger it is. Most individuals choose not to make a Mantrius their pet due to their savage nature and extreme difficulty to train. However, the Mantrius is able to aid an individual in hunting and fighting because it is a natural-born predator with strong senses of sight and smell. “Soak those blades with blood.”</p>	<p>Hitpoints: 30 (Maximum: 160) Armor Class: 10 (Maximum: 20) Movement Speed: 10 Feet (Maximum: 50 Feet)</p> <ul style="list-style-type: none"> • When a Mantrius drinks half a ton of build, it reaches its second form, which lasts for 2 Days. • The Mantrius is able to use the Parry Action every rotation. • The Mantrius has a +2 and advantage in all Perception and Insight Checks. • When a Mantrius fights a creature smaller than it, the creature’s AC is reduced by 1D10 when the Mantrius attacks it.

<i>Spectralite</i>	<i>Epic 50 Gold Coins</i>	<p>The Spectralite is a ghost-like creature that appeared when Spirit Magic was discovered through Gianzu Gralbu's journey to the Upper Realms. After his journey to paradise, Gianzu Gralbu not only showcased the power of Spirit Magic, but some Spectralites emerged from the Heaven Gate Gianza entered from. Eventually, more Spectralites came out of the portal and began interacting with various Surumlos creatures, mostly other spirits and Mythical creatures. Most Spectralites are passive and surprisingly friendly, however, there exists a different variant called Demrablights who use their spiritual abilities for evil. Demrablights sneakily possess a poor individual's body until the original host is fully eradicated from the inside; the possessed body eventually becomes a vessel for the Demrablight until it can find a better frame, however, the old body can still be controlled by the demonic spirit even if it already possesses another body. Fortunately, there are more Spectralites in Surumlos than Demrablights. "Not to be mistaken with a Specter."</p>	<p>Hitpoints: 100 Armor Class: 16 Movement Speed: 50 Feet Flying Speed: 50 Feet</p> <ul style="list-style-type: none"> • It can only be affected by Magical Properties, however, it is also unaffected by Level 4 Spells and below. • The Spectralite can possess a creature's body within 30 feet of it. The affected creature must make a DC 18 Wisdom Saving Throw; on a success, nothing happens, on a fail, the creature's body is possessed. <ul style="list-style-type: none"> ◦ Every rotation, the affected creature must make a Death Saving Throw as if they were Unconscious. The creature fails 2 Death Saving Throws, the next Death Saving Throw will be done at advantage. If the creature succeeds 3 Death Saving Throws, then it regains control of its body and the Spectralite can no longer possess it for 24 hours. If the creature fails 3 Death Saving Throws, it dies and its body belongs to the Spectralite.
<i>Moon Bear</i>	<i>Legendary 8 Platinum Coins</i>	<p>The Moon Bear is a calm and friendly creature that tends to live in secluded areas like forests and caves. Similar to the monks that treat the stars</p>	<p>Hitpoints: 170 Armor Class: 18 Movement Speed: 40 Feet</p> <ul style="list-style-type: none"> • The Moon Bear has Stage 3-4 Moon Magic.

		<p>as their god, the Moon Bear meditates almost every day in order to stabilize their Moon Magic. Not only are Moon Bears one of the only creatures capable of wielding Moon Magic, but they are also intelligent enough to properly think and speak. Stories state that whenever a group of children ever get lost, a Moon Bear is always around to help them find their way. Occasionally, the Moon Bear will also attempt to help the children by teaching them the art of Moon Magic, but this only occurs when the Moon Bear is extremely adept in Magic. "Follow the moon."</p>	<ul style="list-style-type: none"> • The Moon Bear can speak Common. • The Moon Bear can Levitate for 1 minute. • The Moon Bear is unaffected by Manipulation for 12 hours after it meditates. • The Moon Bear can teach you how to use Moon Magic.
Sun Deer	<p>Legendary 8 Platinum Coins</p>	<p>The Sun Deer is a calm and friendly creature that tends to travel in packs with other Sun Deers, or simply with any nearby animals, however, they are also known to live in secluded areas just like Moon Bears. The Sun Deers meditate in groups in order to enlighten and stabilize their Sun Magic, they also encourage others to join in their meditation session in order to be more relaxed. The Sun Deers occasionally invite lost travelers to their daily practices, so they can become a much better individual. Sometimes, at the end of these sessions, the individual walks away with Sun Magic at hand. "Follow the Sun."</p>	<p>Hitpoints: 120 Armor Class: 18 Movement Speed: 80 Feet</p> <ul style="list-style-type: none"> • The Sun Deer has Stage 3-4 Sun Magic. • The Sun Deer can speak Common. • The Sun Deer can Levitate for 1 minute. <ul style="list-style-type: none"> • The Sun Deer is unaffected by Manipulation for 12 hours after it meditates. • The Sun Deer can teach you how to use Sun Magic.
Boxer Fish	<p>Rare 85 Silver Coins</p>	<p>The Boxer Fish wield abnormally large upper bodies and arms, which forces many individuals to mistake them for rather</p>	<p>Hitpoints: 75 Armor Class: 20 Movement Speed: 5 Feet Swimming Speed: 120 Feet</p> <ul style="list-style-type: none"> • The Boxer Fish has Stage

		<p>muscular dolphins. Compared to most creatures of the sea, the Boxer Fish is one of the most aggressive creatures out there; they are always extremely hostile towards any individual, choosing to suffocate and pummel their victims rather than listening to reason. Sometimes, the Boxer Fish's unyielding abrasiveness prevents it from realizing that some fights are unwinnable. Society originally believed that it was impossible to tame these creatures, however, as years went on, people figured out a way to make the Boxer Fish a rather efficient pet, and an even better bodyguard. The only problem is that training a Boxer Fish to respect you will be an exceedingly difficult task. "Float like a jellyfish, sting like a stingray."</p>	<p>1-3 Speed and Vigor Magic.</p> <ul style="list-style-type: none"> • If you want the Boxer Fish to listen to one of your commands, you must roll a DC 16 Charisma Modifier. • If the Boxer Fish is engaging in a 1-on-1 fight, its Maximum Hitpoints are doubled, and its AC is doubled for 1D4 rotations.
Cuerolvo	Epic 32 Gold Coins	<p>The Cuerolvo is a vulture-like creature capable of conjuring devastating sandstorms, and it is also considered to be one of the most dangerous aerial predators in Surumlos. The types of sandstorms produced by Cuerolvos are able to completely limit an individual's senses and engulf herds of large monstrosities. The Cuerolvos themselves are also quite fast, most of them being able to outspeed individuals with Stage 2 Speed Magic. The natural enemies of the Cuerolvo are Wyverns and Harpies; due to this, the Akalundens and the Cuerolvos have found a mutual affinity for each</p>	<p>Hitpoints: 85 Armor Class: 17 Movement Speed: 30 Feet Flying Speed: 235 Feet</p> <ul style="list-style-type: none"> • The Cuerolvo wields Stage 3-4 Wind and Sand Magic, and Stage 2-4 Speed Magic. • Activation Effect: The Cuerolvo can create a devastating Sandstorm in any area and covers a 20-foot radius. Creatures in the Sandstorm must make a DC 17 Wisdom Saving Throw; on a success, the creature's Reactions will be done at disadvantage, on a fail, the creature is unable to use any Reactions and

		<p>other. Ever since the creation of the Falcoyre Royals and the establishment of “The Sandstorm,” the Cuerolvo has become the symbolic animal of Falcoyre. For other non-Akalunden individuals, training a Cuerolvo to respect you will be quite arduous. “The birth of the Sandstorm.”</p>	<p>their AC is temporarily reduced by 1D4.</p> <ul style="list-style-type: none"> ○ If the creature that failed the Saving Throw has no Reaction Opportunities, then that creature’s AC is temporarily reduced to 0. ● The Cuerolvo has advantage on all rolls that require sight, smell, and hearing.
Thunreep	Uncommon 80 Silver Coins	<p>The Thunreep is a special type of sheep that is capable of producing strong electricity with its Lighting Magic. The Thunreep’s skin is a lavender shade of purple and has a rubber-like texture, its thick wool has a yellowish tint to it and its first layer of wool seems to be sticking up all the time. The Thunreep continuously produces electricity during the day, and it stores all of its Magic Power in its wool, making its wool an unpopular material for clothing and insulation. The Thunreep is not owned by many farmers because they could potentially harm other farm animals, but many architects and inventors like to have Thunreeps around. Thunreeps, despite being quite dangerous, are extremely popular pets and companions because of the overwhelming amount of care a Thunreep shows for its owners, to the point where these animals almost see their owners as mother figures. If a Thunreep feels</p>	<p>Hitpoints: 70 Armor Class: 14 Movement Speed: 25 Feet</p> <ul style="list-style-type: none"> ● The Thunreep wields Stage 2 Lighting Magic ● If you have cared for a Thunreep for at least 1 month, you may roll a DC 11 roll, and on a success you gain 1D8 Inspiration, and you may make this roll once every 6 hours. ● If a creature gets within 5 feet of a Thunreep, or attempts to grapple it, that creature must roll a DC 10 Constitution Saving Throw, and on a fail they become paralyzed for 1 turn.

		close enough to its owner, then it will force itself to not produce any more electricity, so that its owner could feel its fluffy, delicate wool. “Don’t wear its wool, unless you want to feel extra energized.”	
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<i>Khabit</i>	<i>Mythical 9 Platinum Coins</i>	<p>The Khabit is a small, moth-like creature with a white body and wings, all around the Khabit are symbols similar to that of a dreamcatcher, and some other shapes that have been deemed unrecognizable. The Khabit shares the same origin as the Fairies, and is as scarce as the Fairies in the current day. The Khabit wields powerful Fairy and Spirit Magic, and it is popular for the songs it sings and the easy sleep accompanied by it, those affected by the Khabit have stated to see it in its dreams and that it was guiding them towards some sort of light, and they remember being drawn towards the brightness. Khabit’s hold extreme fondness for Fairies and those who show compassion for others, however when the Khabit comes across a person with evil intent, their first instinct would not be attacking, but to attempt to find a way to change them. Those who refused a Khabit’s help will not be able to sleep because their dreams will be filled with terrible nightmares and the person’s worst fears. “Follow the dreamcatcher.”</p>	<p>Hitpoints: 55 Armor Class: 22 Movement Speed: 5 Feet Flying Speed: 50 Feet</p> <ul style="list-style-type: none"> • The Khabit wields Stage 3-5 Fairy Magic and Stage 2-4 Spirit Magic. • The Khabit may roll a DC 21 Arcana Check every week, on a success the Khabit can cast Wish. • The Khabit can cast Heal, Arcane Gate, and Crown of Stars 2 times every 2 encounters, or every Short Rest. • The Khabit may put a creature to sleep and appear in their dreams, creatures attempting to resist going to sleep may roll a DC 19 Wisdom or Constitution Saving Throw, on a success they do not go to sleep but they gain 1 Exhaustion Level, on a fail they go to sleep. • The Khabit may choose a creature, the chosen creature must roll a DC 17 Wisdom or Constitution Saving Throw, on a success, they are unaffected by the Khabit’s spell, on a fail they must succeed a DC 16 Constitution Check to sleep, and a DC 18 Wisdom Check to not wake up from a nightmare, to remove this
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			effect they may try to succeed the DC 17 Wisdom or Constitution Saving Throw every other day, or until the Khabit removes their spell.
<i>Byboas</i>	<i>Rare 2 Gold Coins</i>	<i>The Byboas is a small pig-like creature that has thin, black hair and skin, a rather long snout, and little tusks protruding from its mouth. For what the Byboas lack in its size, it makes up for with its Psychic abilities. The Byboas is capable of having Psychokinesis, Manipulation, and Illusion Magic, people have associated the Byboas with being intelligent because of their Magic, however, this is untrue and they wield practically the same intelligence as a normal pig. The personality of the Byboas heavily depends on its surrounding because it is able to tell the personality and inner thoughts of other creatures; this will cause it to eventually act like those around it. Byboases are not popular as typical farm animals, but they are purchased frequently as assistants at farms. "When pigs read my mind."</i>	Hitpoints: 80 Armor Class: 14 Movement Speed: 20 Feet <ul style="list-style-type: none"> • The Byboas wields 1 of 3 Magics: Stage 2-3 Manipulation Magic, Stage 2-3 Illusion Magic, and Stage 2-3 Psychokinesis Magic. • Rolls made while using Magic are made at advantage.

❖ *List of Miscellaneous Items*

<i>Name</i>	<i>Rarity & Average Price</i>	<i>Description</i>	<i>Effect</i>
<i>Crackers</i>	<i>Common 5 Bronze Coins</i>	<i>Crackers are a nice treat for your small pets, however, it</i>	<ul style="list-style-type: none"> • You regain 1 Hitpoint.

		<p>is quite subpar for most people, considering that you'll most likely be hungry a couple minutes after eating them. At least they taste good with the right condiments. "Hopefully you packed more food for the trip."</p>	
Orb Set	Epic 30 Gold Coins	<p>The Orb Set is a forty-five by forty-five inch spherical piece of advanced technology that is powered by exceptionally power Illusion, Manipulation and Enchantment Magic; more specifically, the Illusion provides the visual aspect, Manipulation provides a large connect link that allows for global broadcast, and Enchantment aids both functions of the latter Magics. With an Orb Set, you can stay informed about current news or watch the limited, various broadcast channels like "The Ecstasy" and "Hero Maker." You can also make a live appearance in an Orb Set by connecting yourself with various Orb Stations, most of which are located in grand cities like Surumpolis and Falcoyre. "It's live pal."</p>	<ul style="list-style-type: none"> You can watch the global news or the small amount of broadcast channels for a maximum of 8 hours. After the maximum time, the Orb Set must charge for a full 24-Hours. You can use your Magic Charge(s) to decrease the rest time by 4 hours per charge.
Luxury Cruise Ship (Vundevina)	Relic 7500 Platinum Coins	<p>The Luxury Cruise Ship is the only one of its kind that is being sold, more specifically, it is being sold by the Vundevina Ship Company. The ginormous cruise ship has three layers to it: the top layer is a tropical area that resembles a beach, the middle layer is where the concert stadium and large mead hall situate, and the bottom layer wields 285 rooms and the ship's defensive controls. The cruise ship itself is also a suitable ship for battle since</p>	<p>Hitpoints: 1,000,000 Armor Class: 35 Damage: 2D100 Projectile Damage per canon/20D100 Cosmic Damage Attack Roll: +15 Spell DC: 30</p> <ul style="list-style-type: none"> The ship can hold a maximum of 650 people. If the Hitpoints of the ship are reduced by half, a protective shield with 500,000 temporary Hitpoints and 30 AC will surround the ship. The ship can keep track of

		<p>its armor is made out of magicalized Lonsdaleite and Wurtzite Boron Nitride, has sixty powerful cannons that shoot out Stage 4 Projectile Magic, and a large powerful ballista powered by True Cosmic Magic. The only problem about the Luxury Cruise Ship is that it is so expensive that not even the richest individual in Surumlos can purchase such a treasure. "A ship that holds hopes and dreams."</p>	<p>who is in the ship and who left.</p> <ul style="list-style-type: none"> • After a full week of use, the ship must recharge for a full 24-hours. During rest mode, the ship turns invisible and cannot be detected.
<p><i>Fiery Jasmine Tea</i></p>	<p><i>Uncommon 60 Bronze Coins</i></p>	<p><i>Fiery Jasmine Tea was originally created in Nylinia by a nobleman's servant when accidentally adding several spices to their master's tea blend instead of the usual Jasmine Tea. The Nobleman had been surprised when he was greeted with a light red tea that had almost looked like a hot steam. The nobleman described the tea as having a soothing roughness as it went down his throat, he said that the tea tasted of a more dirty flower rather than the normal sweet floral taste of Jasmine Tea, it was a welcome invention. The nobleman had capitalized on this new creation and started selling it all around Nylinia, it was meant to be a beverage only enjoyed by those of the upper-class, but the servant wanted to broaden their horizons, so he had shipped some tea to the continents of Blazol and Zundria. Due to the increase of production, the tea had become cheaper, but its flavor and quality was</i></p>	<ul style="list-style-type: none"> • Grants +1 to Charisma Checks for 12 hours after drinking the tea. • You gain an additional 1D6 Fire Damage to all your attacks for 12 hours.

		maintained. “Sick of tea? That’s like being sick of breathing.”	
<i>Twilight Frantina Wine</i>	<i>Uncommon 15 Silver Coins</i>	<i>The Twilight Frantina Wine was created by the Hontrian Akalunden Hero King of the 3rd century, Carrasco Gonzaga; more specifically, the wine was inspired by the Hero’s daughter, Princess Frantina. The Twilight Frantina Wine has a smooth texture and wields a sweet taste, which are qualities completely adored by almost every Akalunden individual. Many travelers and warriors are always excited to stop by an Akalunden-based tavern because of the excitement of drinking Twilight Frantina Wine; many Akalunden children were also exposed to drinking because of the delicious appeal of the drink. However, as of now, the wine has been banned from Falcoyre following the Stalking Horse War. “Celebrate under the twilight moon.”</i>	<ul style="list-style-type: none"> • You regain half your Maximum Hitpoints. • You can add 1D12 to your rolls a total of 6 times.
<i>Arch Diablo Orb</i>	<i>Mythical 20 Platinum</i>	<i>Arch Diablo Orbs are the hearts of one of the highest ranking demons of Inferna; it is a red, glowing sphere with the mark of Gehenna, the surface of these orbs are as hot as flames. Attempting to retrieve one of these artifacts from a live Arch Diablo is believed to be practically impossible. Those who own Arch Diablo Orbs are one of the most skilled, and luckiest individuals in Surumlos. Arch Diablo Orbs are known to heavily boost a creature’s magical prowess, and they are powerful enough to</i>	<ul style="list-style-type: none"> • Arch Diablo Orbs can be used as hearts, when one’s own heart is replaced with one, you gain the following benefits: <ul style="list-style-type: none"> ○ Your highest Stage Magic increases by 1 Stage. ○ Your Magics all gain 2 additional Magic Charges. ○ You gain either 1 Stage 3 Magic from the Inferna Archetype or one of your Magic’s are imbued with Infernal energy.

		<p>replace a creature's heart, perhaps even be more efficient than a normal heart. "Hell has been unleashed."</p>	<ul style="list-style-type: none"> ○ You are able to increase 1 Ability Score by 2.
<p><i>The Royal Flidais Tea</i></p>	<p><i>Common</i> <i>1 Silver Coin</i></p>	<p><i>The Royal Flidais Tea is similar to Unove Flidais' favorite tea brands: Scarleteza and Homebrewya tea. The tea itself is as smooth and delicate as Homebrewya, but has the silky and desirable taste of Scarleteza according to Unove Flidais, more specifically, stated through the "honest" words of the Arch. Many of Falcoyre's inhabitants purchase this product since it is really high quality, some harsh critics speculate that the Falcoyre Officials spend more time perfecting this tea than helping the lower class strive. Despite that bit of controversy, the Royal Flidais Tea is affordable for any mid-class Falcoyre citizen to enjoy. "Take your well-deserved Champion's break."</i></p>	<ul style="list-style-type: none"> ● You regain 1 Magic Charge of a Magic of your choice.
<p><i>The Balmy Flidais Wine</i></p>	<p><i>Common</i> <i>25 Silver Coins</i></p>	<p><i>The Balmy Flidais Wine completely replaced the Twilight Frantina Wine in Falcoyre after the events of the Stacking Horse War. Instead of being sweet like the Twilight Frantina Wine, the Balmy Flidais Wine attempts to reach an almost "tropical" feel by balancing out dryness and sweetness. Many people do not see the "tropical" nature of the Balmy Flidais, but the drink itself is good enough to be enjoyed by most adventurers. However, despite the public's evident enjoyment of the Balmy Flidais Wine, most</i></p>	<ul style="list-style-type: none"> ● You regain 20 Hitpoints. ● You can add 1D6 to your rolls a total of 3 times.

		<p>people are disappointed that the Twilight Frantina Wine is banned from Falcoyre.</p> <p>“Enjoy a Hero’s celebration.”</p>	
<p><i>Flidais (Cerulean, Scarlet, Onyx) Berry Wash</i></p>	<p><i>Uncommon 5 Silver Coin</i></p>	<p>The Flidais Berry Wash is an all-purpose bottle that acts as body soap, shampoo, and conditioner and comes in three variants: Cerulean, Scarlet, and Onyx berry; some say that this brand is also an adequate cleaning tool. Out of all the products under the Unove Flidais name, the Flidais Berry Wash can actually be considered one of the best if not the best bathroom products out there; the product is so good that it is expected to be ported to other continents in the near future. The only problem with the Flidais Berry Wash is that it’s a bit expensive for what it is. “Fall in love with the Champion’s fragrance.”</p>	<ul style="list-style-type: none"> • After taking a shower while using the Flidais Berry Wash, you gain the following effect for 12 hours depending on the variant, the bottle can be used a total of 5 times: <ul style="list-style-type: none"> ◦ Cerulean: You gain advantage in all Charisma Checks, and a double advantage on Deception Checks. ◦ Scarlet: You start with 3 Reactions Points in the beginning of every battle, regaining a Reaction Point will be at advantage. ◦ Onyx: You gain AC equal to your lowest Ability Score Modifier + 1 and 1D12 Temporary Hitpoints in the beginning of every battle.
<p><i>The Falcoyre Hero Champion Unove Flidais Figurine</i></p>	<p><i>Common 80 Bronze Coins</i></p>	<p>The Falcoyre Hero Champion Unove Flidais figurine is a best-selling toy in Falcoyre and could potentially be ported to other continents. The figurine itself looks rather identical to the Hero Champion himself; some expert blacksmiths state that the structure of the figure is extremely well constructed and detailed. The only peculiar thing behind the figurines is that only the Arch signs them for fans, Unove</p>	<p>N/A</p>

		<i>never makes an appearance, nor does he sign them himself. “Feel intimidated by his 8-pack.”</i>	
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<i>Flidais Steak Sauce</i>	<i>Uncommon 50 Bronze Coins</i>	<i>The Flidas Steak Sauce is one of the later inventions of the Flidais Brand line, however, its debut presented positive potential. Most if not all Falcoyre citizens who are fans of meat purchase the steak sauce and say statements like “this steak sauce tastes better than my steak” and “this steak sauce is the true Hero of Falcoyre.” The Flidais Steak Sauce will soon make its appearance in well established restaurants like Giornos. There have been rumours that the Arch actually created the steak sauce, but most people dismissed this information since almost nobody saw the Arch as a chef. “Now that’s a meal worthy for a Hero.”</i>	<ul style="list-style-type: none"> • <i>When you apply the Flidais Steak Sauce to any cooked meat that is deemed mediocre, your hunger will still be fully replenished.</i> • <i>You regain Hitpoints equal to half your Hitpoints.</i> • <i>The Flidais Steak Sauce decreases the Enjoyment DC by 2.</i> • <i>If you gain an Enjoyment Ranking of 8/10 at least, you will gain the following effects for 12 hours:</i> <ul style="list-style-type: none"> ◦ <i>Your maximum Hitpoints are double.</i> ◦ <i>Your AC is increased by half.</i> ◦ <i>Your starting Reaction Points are doubled.</i> ◦ <i>The first attack you land will automatically be a Critical.</i>
<i>Champion Proxi Figurine Set</i>	<i>Common 2 Silver Coin</i>	<i>The Champion Proxi Figurine Set is the most popular toy among young individuals as of Year 420; not only is the figurine extremely valued by plenty of people, but it is one of the most intricate and well-detailed toys out there. The figurine set not only comes with Proxi himself and his weapon, the Frigid Claymore, but it also comes with his Endiomare, Azure Star. When the figurine set</i>	<ul style="list-style-type: none"> • <i>You gain an advantage in Charisma Checks when interacting with a Proxi fan.</i>

		<p>debuted, all 500,000 copies were immediately sold out. Production of the Champion Proxi Figurine set is still continuing, but in smaller quantities due to the difficulty of making numerous copies and the extremely overwhelming demand. "The Champion is... sold out."</p>	
<p><i>Mechanically Optimized Dice Set</i></p>	<p><i>Uncommon 25 Silver Coins</i></p>	<p>The Mechanically Optimized Dice Set was created by a player of Lairs and Hydras, this player had been known among multiple groups to have the worst luck, but after his 13th character, he decided that he wanted to turn his luck around. He found someone with Good Luck Magic, and decided to pay him to make his dice luckier, this is considered cheating but other players were incapable of finding out the dice were mechanically optimized, and they were happy for him. These dice are also used in casinos and other gambling events, but these places are typically more strict about Mechanically Optimized Dice. "Two Nat 20s in a row!"</p>	<ul style="list-style-type: none"> • Creatures must roll a DC 19 Wisdom (Perception) Check to find out your dice are mechanically optimized. • When playing board games or gambling, you have a greater chance to roll higher when using the Mechanically Optimized Dice Set.
<p><i>White Chocolate Truffle</i></p>	<p><i>Rare 80 Silver Coins</i></p>	<p>The White Chocolate Truffle is a decadent chocolate treat most frequently enjoyed in Nylinia. The White Chocolate Truffle is made by forming white chocolate ganache into a ball, then it is dipped into melted white chocolate. After the ball is cooled, it is a semi-hard chocolate shell with a rich ball of chocolate inside. The process may also include adding other ingredients like coconut</p>	<ul style="list-style-type: none"> • If a White Chocolate Truffle is eaten after a meal, the Enjoyment DC is reduced by 7. • 1 Ability Score is increased by 2 for 24 hours. • 1 Magic Archetype of your choice regains 3 Magic Charges.

		shreddings and nuts. The creator of this sweet treat had known that this candy was perfect for the posh upper-class men, so he brought the recipe to Nylinia, which is why this candy had become so expensive. "I can't get enough of these."	
<i>Brûlée's Original</i>	<i>Common 5 Bronze Coins</i>	<i>The Brûlée Original is an oval shaped caramel hard candy, with an indent in the middle of it, these candies are sometimes referred to as "butterscotch-melts". Brûlée Originals are extremely common in grocery stores, and are sold in either little wrappers or plastic bags containing many wrappers. The Brûlée Original recipe comes from an old man in Zundria who had played around with what he was able to do with sugar for his grandson. "My Grandma has a ton of them."</i>	<ul style="list-style-type: none"> ● <i>Charisma (Performance) Checks will be increased by 1 for 6 hours.</i>
<i>The Master's Honorary Blade</i>	<i>Legendary 1 Platinum Coin</i>	<i>The Master's Honorary Blade is a reward given to a worthy disciple; more notably, the disciple's main inspiration, mentor, and/or motivator gifts the blade when they believe that the disciple's actions are admirable. Before the blade is handed, the gifter will need to deliver a brief speech about the disciple's honorary achievements and successes; after the gifting, a party or grand celebration ensues. This custom was first established by the Byshida Clan during the 2nd century; whenever a family member exceeds the expectations of the current Byshida style master, the student is given the Master's Honorary Blade.</i>	<ul style="list-style-type: none"> ● <i>When you are gifted the Master's Honorary Blade, you gain the following benefits.</i> <ul style="list-style-type: none"> ○ <i>You gain 3 spells from your master (The master decides).</i> ○ <i>You gain a permanent +2 to any Ability Score.</i> ○ <i>Once a week, you can gain advantage on all rolls for 4 hours.</i>

		<i>This tradition has been praised by so many groups like the Fredalion and Akalundens that it soon became a tradition for the rest of society. “You are now the master.”</i>	
<i>Scarleteza Tea</i>	<i>Common 50 Bronze Coins</i>	<i>The Scarleteza Tea brand is one of the most popular tea brands of Surumlos, but its origin is a bit controversial among its creators. It first originated from a noble family in Zundria; it was a secret family recipe of the Scarlatine family. The group was extremely secretive with their recipe and only sold a worse variant of the tea to the public; the reason behind this action is because they were afraid of other competitors stealing their recipe, and they were confident that a worse version would suffice. However, their secret would soon be revealed by the youngest family member at the time, Jonsé Scarlatine; he did this because he wanted the rest of the world to experience the real Scarletza Tea and it's silky, desirable taste. The real version was immediately adored by most members of the public, and the brand stands as one of the best if not the best tea brand in Surumlos. “The silky, divine tea is here.”</i>	<ul style="list-style-type: none"> • <i>You can make a DC 15 Constitution Saving Throw; if you fail, nothing happens, if you succeed, you lose one Exhaustion Level.</i>
<i>Homebrewya Tea</i>	<i>Common 50 Bronze Coins</i>	<i>The Homebrewya Tea brand emerged a decade after the debut of the real Scarleteza Tea; however, the tea is its own entity. The tea was created by an Elvilian individual that wanted to prove that she can make a tea</i>	<ul style="list-style-type: none"> • <i>You can make a DC 18 Charisma Saving Throw; if you fail, nothing happens, if you succeed, you are unaffected by the effects of Exhaustion Levels 1-4.</i>

		<p>brand on par or better than the Scarleteza Tea, without plagiarising the secret recipe. She spent so much time perfecting her tea that she never attended any of her family or traditional celebrations, and she even began losing lots of contact from her friends and family. Despite her personal losses, the confident Elvilian woman was more interested in making the best possible tea brand. Ultimately, she created the Homebrewya Tea, which is currently one of the best if not the best tea brands of Surumlos due to its smooth and delicate texture. "Tea made with figurative sweat, blood, and tears."</p>	
Champion Poster	Common 70 Bronze Coins	<p>The Champion Poster is a commonly purchased item in many shops, it is mostly purchased by children, fans, and aspiring heroes. The Champion Poster includes all Champions of Surumlos, excluding the Drowlin Champion. Many who have bought this poster claim to feel a new fire lit in them to become better due to the heroic figures in the poster; although some of the Champions in the posters are not exactly popular among many people. "Even you can be a hero."</p>	<ul style="list-style-type: none"> • If you look at the Champion Poster, you may roll a DC 15 Check, and on a success you gain 1 inspiration. You may try this every 24 hours. • If the poster has the autograph of all Champions, excluding the Drowlin Champion, you will gain 2 Inspiration every session. • If the poster has been signed by all champions, then you will gain 3 Inspiration every session.
Ornate Bowl	Uncommon 3 Silver Coins	<p>The Ornate Bowl is a popular household item usually brought out during a holiday feast, or festivals. The design of an Ornate Bowl highly depends on where and when you purchase one, for example, the flowers on the Ornate Bowls design</p>	<ul style="list-style-type: none"> • You may add a +1 to your Enjoyment Ranking Roll, if you eat out of the Ornate Bowl.

		<p>alternate each season to have all the different Grandia Flowers, and if a bowl is purchased in Falcoyre, it would have patterns resembling water. The Ornate Bowl is hand sculpted with quality white clay, and the designs are painted by professionals. "Time for a feast."</p>	
<i>Frosted Jacks</i>	<p>Common 18 Bronze Coins</p>	<p><i>Frosted Jacks</i> is possibly the most popular cereal in Surumlos. <i>Frosted Jacks</i> were created by a poor farmer who had left out cooked wheat while he went to bed. He woke up the next morning to a substance similar to <i>Frosted Jacks</i>. He had made many attempts to make the best possible corn flake, and when he reached a satisfying texture, he tossed the corn flakes in powdered sugar and cinnamon, and he created <i>Frosted Jacks</i>. "They're yuuuuummy."</p>	<ul style="list-style-type: none"> • Replenishes hunger. • You may add 1D4 to any of your next rolls.

<i>Hero's Chariot</i>	<p>Epic 15 Gold Coins</p>	<p>The <i>Hero's Chariot</i> was created to celebrate Gianzu Gralbu's epic achievement in Year 100. He rode on a royal, and golden chariot during his march that stretched from Glint Bay to the beginning of Enchalo. After the event, many manufacturers began producing Chariots for each Champion of a nation. Currently, an individual does not need to be a Champion to purchase the <i>Hero's Chariot</i>, however, a grand and/or heroic reputation is needed; individuals like the Ex-Champion Primon and the leader of the Heavenly</p>	<p>Hitpoints: 200 AC: 18</p> <ul style="list-style-type: none"> • The <i>Hero's Chariot</i> can hold at most 10 people. • It can be pulled by at least 1 Pegasi or 2 normal Horses. • The <i>Hero's Chariot</i> is able to stabilize itself during flight due to the Wind and Gravity Magic infused into it.
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		<p>Arms, the Anotios are notable individuals deemed worthy by society to use the Hero's Chariot. It is still possible to purchase the Hero's Chariot with just money alone, however, prepare to possibly be shunned by society for getting the Hero's Chariot the "cheap" way. "The Hero has arrived."</p>	
<p><i>Makinder's Aged Cheese</i></p>	<p><i>Uncommon 2 Silver Coins</i></p>	<p><i>Makinder's Aged Cheese comes from the green pastures of Hollonum. The milk used for Makinder's Aged Cheese is a blend of goat and cow, forming a traditional cheese flavor with hints of tartness and earthiness. Makinder's Aged Cheese is stored in a chilled cellar, so that the flavor of the goat milk comes through and forms an extremely sharp, powerful taste, which is sometimes described as pungent. Makinder's Aged Cheese is particularly popular in Ezelefa and Nylinia because of the sophisticated aroma that comes from the cheese. Occasionally, the Dragon's Den restaurant will order Makinder's Aged Cheese, which drastically increases the sales of the cheese. "First, firm like Bettelmatt, then creamy like Mozzarella."</i></p>	<ul style="list-style-type: none"> • <i>When eaten, debuffs are removed.</i> • <i>Hunger is partly replenished.</i> • <i>When added to a meal, Enjoyment DC is lowered by 2.</i>
<p><i>Tobacco Pipe</i></p>	<p><i>Common 50 Bronze Coins</i></p>	<p><i>The Tobacco Pipe is bought at many shops and liquor stores. Tobacco and other types of nicotine are stuffed into the bowl of the Tobacco Pipe, the smoker lights the material and inhales the smoke that fills up the pipe. Those who use the Tobacco Pipe enjoy the taste of the</i></p>	<ul style="list-style-type: none"> • <i>Constitution Checks and Saving Throws are made at disadvantage for the next 4 hours.</i>

		<p>tobacco filling their lungs, and the intoxicating feeling that comes after it. Tobacco Pipes and smoking are capable of damaging one's organs, and they are heavily advised to be kept out of each from children. "Pass the pipe."</p>	
<i>Sailing for Newbies</i>	<i>Common 25 Bronze Coins</i>	<p><i>Sailing for Newbies</i> is one of the many books a part of the "For Newbies" series. The "For Newbies" line of books looks to inform those who have no idea where to start on a subject they want to learn about. <i>Sailing for Newbies</i> focuses on how to pilot and handle a ship. Those experienced in sailing would typically recommend <i>Sailing For Newbies</i> to beginners. "Let's get you some brains."</p>	<ul style="list-style-type: none"> • After reading <i>Sailing for Dummies</i>, you may roll a DC 15 Intelligence Check, on a success you gain proficiency in Sailing.
<i>Scroll Making for Newbies</i>	<i>Common 25 Bronze Coins</i>	<p><i>Scroll Making for Newbies</i> is one of the many books a part of the "For Newbies" series. The "For Newbies" line of books looks to inform those who have no idea where to start on a subject they want to learn about. <i>Scroll Making for Newbies</i> focuses on how to write scrolls and how to imbue them with magic. Those experienced in scroll making would typically recommend <i>Scroll Making For Newbies</i> to beginners. "Let's get you some brains."</p>	<ul style="list-style-type: none"> • After reading <i>Scroll Making for Dummies</i>, you may roll a DC 15 Intelligence Check, on a success you gain proficiency in Scroll Making.
<i>Alchemy for Newbies</i>	<i>Common 25 Bronze Coins</i>	<p><i>Alchemy for Newbies</i> is one of the many books a part of the "For Newbies" series. The "For Newbies" line of books looks to inform those who have no idea where to start on a subject they want to learn about. <i>Alchemy for</i></p>	<ul style="list-style-type: none"> • After reading <i>Alchemy for Dummies</i>, you may roll a DC 15 Intelligence Check, on a success you gain proficiency in Alchemy.

		<i>Newbies focuses on how to utilize alchemy equipment and different kinds of mixtures. Those experienced in alchemy would typically recommend Alchemy For Newbies to beginners. "Let's get you some brains."</i>	
<i>Enchanting for Newbies</i>	<i>Common 25 Bronze Coins</i>	<i>Enchanting for Newbies is one of the many books a part of the "For Newbies" series. The "For Newbies" line of books looks to inform those who have no idea where to start on a subject they want to learn about. Enchanting for Newbies focuses on how to enchant items and what kinds of enchantments there are. Those experienced in enchanting would typically recommend Enchanting For Newbies to beginners. "Let's get you some brains."</i>	<ul style="list-style-type: none"> • <i>After reading Enchanting for Dummies, you may roll a DC 15 Intelligence Check, on a success you gain proficiency in Enchanting.</i>
<i>Blacksmithing for Newbies</i>	<i>Common 25 Bronze Coins</i>	<i>Blacksmithing for Newbies is one of the many books a part of the "For Newbies" series. The "For Newbies" line of books looks to inform those who have no idea where to start on a subject they want to learn about. Blacksmithing for Newbies focuses on how to craft equipment and handle a forge. Those experienced in Blacksmithing would typically recommend Blacksmithing For Newbies to beginners. "Let's get you some brains."</i>	<ul style="list-style-type: none"> • <i>After reading Blacksmithing for Dummies, you may roll a DC 15 Intelligence Check, on a success you gain proficiency in Blacksmithing.</i>
<i>Mythical Playing Cards</i>	<i>Uncommon 1 Silver Coin</i>	<i>The Mythical Playing Cards are not that different from normal playing cards; the main difference is that the Mythical Playing Cards are inspired by the Mythical Creatures. Similar to Surumlos Society, the</i>	<ul style="list-style-type: none"> • <i>If you are engaging in a Campfire Story with a Monster and/or Mythical Race, then the Satisfaction Buff will last a day longer.</i>

		<p><i>Mythical Creatures have their own social class system; despite the numerous differences, both social class systems are identical enough for a card set. The Basilisk and Kraken act as the Jack, the Dragon and Leviathan can either be a King or Queen, the Ace is typically the current Dracokin, that being Kulynia Dragnar, and the Hydra is the Joker. Not only are these cards suitable for games, but it can teach any individual the basic social hierarchy of the Mythical Creatures. "That's a Draconic Flush."</i></p>	
<i>The Ecstasy Cologne</i>	<i>Rare 2 Silver Coins</i>	<p><i>The Ecstasy Cologne is the most acclaimed cologne brand in all of Surumlos; even the small number of individuals that like to hate on the Ecstasy for their prices state that the cologne is affordable and great. There are two variants of the cologne: the Midnight Summers, and the Silver Winter; the Midnight Summers is described to smell like the sweet aroma of Bamba Grove's waterfalls, while the Silver Winter is described to smell like the fragrant, hidden springs of Crystal Peak. The top male model, Manuel Cruta, states that he never leaves home without putting on The Ecstasy Cologne because he often feels, "Refreshing like a nice, warm hot spring."</i></p>	<ul style="list-style-type: none"> • <i>When you apply the Ecstasy Cologne on yourself, you gain a +1 to your Charisma Ability Score, and advantages on Persuasion and Performance with the opposite gender for 6 hours.</i>
<i>The Ecstasy Perfume</i>	<i>Rare 2 Silver Coins</i>	<p><i>The Ecstasy Perfume is the most acclaimed perfume brand in all of Surumlos; even the small number of individuals that like to hate</i></p>	<ul style="list-style-type: none"> • <i>When you apply the Ecstasy Cologne on yourself, you gain a +1 to your Charisma Ability Score, and advantages on</i>

		<p>on the Ecstasy for their prices state that the perfume is affordable and great. There are two variants of the perfume: the Twilight Autumn, and the Rosé Spring; the Twilight Autumn is described to smell as pleasant as the flowers of Eden's Garden, while the Rosé Spring is described to smell like the sweet scented, hidden springs of Astray Forest. The top female model, Celiana Bombarva, states that she never liked the smell of perfume, however, she described the Ecstasy Perfume as, "The one blooming rose in the middle of the desert."</p>	<p>Persuasion and Performance with the opposite gender for 6 hours.</p>
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<i>The Ecstasy Poster</i>	<i>Common 50 Bronze Coins</i>	<p>The Ecstasy Poster is a common poster among many stores and households. The Ecstasy Poster being sold changes every two weeks to have different models, typically one male and one female. The Ecstasy Posters are also occasionally included in the Ecstasy Magazines, and it is usually a poster of the current cover girl or boy. The most frequent buyers of the Ecstasy Poster are males, and the most purchased Ecstasy Poster was of Celiana Bombarva. Despite its cheap price, the Ecstasy Poster is made with absorbent, high quality plastic. "I have one framed in my room."</p>	<ul style="list-style-type: none"> You may roll a DC 10 Charisma Saving Throw after looking at the Ecstasy Poster, on a fail, you gain disadvantage for the next 2 Charisma Checks made with the opposite gender, on a success, you gain advantage for the next 2 Charisma Checks made with the opposite Gender.
<i>The Old Raven Special</i>	<i>Uncommon 1 Gold Coin</i>	<p>The Old Raven Special whiskey is contained in the largest, purchasable bottle in</p>	<ul style="list-style-type: none"> When you drink the full bottle of the Old Raven Special, you must roll a

		<p>all of Surumlos. A single bottle of the Old Raven Special holds at least sixty ounces of whiskey capable of knocking out a normal Dovark in an instant. Most people understandably never purchase this whiskey due to how powerful and large it is; despite the absurdity of the drink, there are a small number of people that drink this almost regularly. A notable individual that drank this whiskey regularly was Balcos Gralbu, however, he has stated numerous times that nobody should be doing what he's doing; yet, to this day, those small number of individuals that purchase this whiskey regularly never listen. "Have a taste of death."</p>	<p>DC 30 Constitution Saving Throw; on a fail, you die instantly, on a success, you gain the following benefits.</p> <ul style="list-style-type: none"> ○ All your rolls gain a +4 and will be done at double advantage for 1 week. ○ You gain a permanent +1 to your Constitution Ability Score Modifier (This cannot stack).
Giftcard(s)	Varies Varies	<p>Gift Cards are purchased most frequently as gifts to exchange with friends. Gift Cards are able to be bought at many different prices, and from many different places. Any store you name will have a purchasable Gift Card, whether it be Giorno's or Carzo's Keep, there is a Gift Card for it. The highest value in a Gift Card has been five Platinum Coins, and they could be as low as 10 Bronze Coins. "Friends will be thanking you."</p>	<ul style="list-style-type: none"> ● Able to buy items from a store equal to the Gift Card amount.
Champion Trading Cards	Varies (Common) Varies (50 Bronze Coins)	<p>The Champion Trading Cards were created by a child's toy company named Tamel to capitalize on the inspirational Champions around Surumlos. There are nine different Champion Trading Cards that all vary in value. The Champion</p>	<ul style="list-style-type: none"> ● Charisma (Persuasion) Checks made with collectors of Champion Trading Cards are made at advantage. ● When all Common cards have been collected, you may increase 1 of your Ability Scores by 1.

		<p>Trading Card Set, from most desirable to least among traders, includes Proxi, Virucles, Unove, Perci, Larketh, Barbatos, Primon, Anea, Drowlin Champion, The Anotios, Giovanna, Zolnevo, Mariel, and Alphemo. The company has decided that previous Champions will still have cards. Tamel was unable to make a trading card for the Champion Marick because he refused to have one.</p> <p>Currently, there are nine different cards, and three different rarities: Common, Glossy, and Prismatic. Some cards are exclusive to a certain location. Each pack only includes one card because of the low amount of total cards, but even with only eight cards, nobody in the world has collected all cards yet. "What! You have a Prismatic Proxi!"</p>	<ul style="list-style-type: none"> • When all Glossy Cards have been collected, your lowest Stage Magic increases by 1 Stage • When all Prismatic cards have been collected your total Magic Charges and Hitpoints are doubled, and your AC increases by 2.
Stuffed Animal	Common 40 Bronze Coins	<p>The Stuffed Animal, also referred to as a stuffy or plushy, is a popular gift in childhood, and is typically kept through adulthood, or given away to charities and children. The Stuffed Animal has many different varieties ranging from the whole animal kingdom, occasionally even Mythical Creatures. The idea for the Stuffed Animal was made by a person who said that they saw a Dragon, before the emergence of the Mythical Creatures, and to show everybody what he saw, he knitted together a soft, cotton filled snake with wings. "So long, partner."</p>	<ul style="list-style-type: none"> • Every 24 hours, when looking at your Stuffed Animal, you may roll a DC 10 roll, on a success you get to add a +1 to any 1 Wisdom (Animal Handling) Check made in the next 24 hours.

<p><i>Scarleteza Lemonade</i></p>	<p><i>Common 50 Bronze Coins</i></p>	<p><i>The Scarleteza Lemonade was made by the same Scarlatine Family that created one of Surumlos's best tea brands. The Scarleteza Lemonade was specifically concocted rather recently; the Scarlatine Family members modernized enough to gain new talents, which is why this drink exists. The Scarleteza Lemonade is made with exceptionally fresh strawberries and lemonade; it's simple, yet delicious nature makes this drink ideal for most individuals. Currently, the Scarleteza Lemonade is sold in almost every single establishment, from normal supermarkets, to the Very Berry Factory, and even Dragon's Den. "Freshly squeezed."</i></p>	<ul style="list-style-type: none"> • <i>You can make a DC 15 Constitution Saving Throw; if you fail, nothing happens, if you succeed, you gain a +1 to all rolls for 4 hours.</i>
<p><i>Gulpers: Classic Roast</i></p>	<p><i>Common 14 Bronze Coins</i></p>	<p><i>The Gulpers: Original Roast is the most popular, and energizing, coffee brand in Surumlos. The Gulpers: Original Roast is stored in a red container and its logo is a simple drawing of a man gulping down cups of coffee. Gulpers: Original Roast is popular for its unique blend of coffee beans from the continents of Zundria and Blaezol, so the coffee tastes exotic, while also appealing to those who like more traditional coffee. Not known to many people, Gulpers: Original Blend utilizes a tiny bit of Enchantment Magic to make its drinkers feel more energized compared to other coffee. "Blacker than a moonless night, hotter and more bitter than hell itself..."</i></p>	<ul style="list-style-type: none"> • <i>You may make a DC 10 roll, on a success you gain a +1 to Strength, Strength (Athletics), and Wisdom (Perception) Checks for the next 4 hours.</i>

		<i>That is coffee."</i>	
<i>Hair Dye</i>	<i>Common 20 Bronze Coins</i>	<p><i>Hair Dye is a typical item in many shops, and more popular among females. Hair Dye is able to be bought in many different colors, ranging from brown to an electric blue, although the latter being a bit more rare. Hair Dye that utilizes Transformation Magic is more popular than other hair dyes because it is quite efficient, however more traditional hair dyes made with many different ingredients are still sold.</i></p> <p><i>"New me."</i></p>	<ul style="list-style-type: none"> • <i>Changes hair color.</i>
<i>Language Lexicons</i>	<i>Common 35 Bronze Coins</i>	<p><i>Language Lexicons are most commonly found in schools, offices of historians, and libraries. Language Lexicons are quite large books with many different variations, however some languages have not been written into a lexicon, like the language of Inferna. The first Language Lexicon made was the Elvilian lexicon because the Elvilians wanted to create a large book to teach outsiders their language, so that those people could be easily integrated into the Elvilian society. "I'll never need a dictionary again."</i></p>	<ul style="list-style-type: none"> • <i>Once per day, after reading a Language Lexicon, you may roll a DC 16 Intelligence Check, if you succeed over 15 of these rolls then you will learn the language.</i>
<i>Dart Set</i>	<i>Common 1 Silver Coin</i>	<i>The Dart Pack is a collection of a dartboard, set of darts, and everything that will help keep your darts in pristine condition. Dart Packs are heavily recommended to be purchased by beginners, so that they are able to hone their skills no matter where they are. Some of the most prestigious dart players still</i>	<i>N/A</i>

		<i>carry around a Dart Pack so that it is impossible for them to get rusty, and neither can their darts. "Please throw darts in the direction of the board."</i>	
<i>Speaker Note</i>	<i>Common 25 Bronze Coins</i>	<i>Speaker Note is a book that aims to give its readers advice for social interaction and public speaking. The author of Speaker Note claims to have been a politician, but he goes by the pseudonym Mark Twain, however his job as a politician has not been confirmed. Even if the author has lied about his previous occupation, the helpfulness of his book cannot be ignored; many people have stated that after they read Speaker Note, they became much more sociable and able to make friends. "I turned into a friend magnet!"</i>	<ul style="list-style-type: none"> • <i>Once per day after reading Speaker Note, you may roll a DC 16 Charisma Check, if you succeed over 18 of these rolls, then you will gain a +1 to your Charisma.</i>
