

**ITEMS:**

## Potions:

HP Potion (Green Base/Red Top)	5 £ = 1d10 HP	10 £ = 2d10 HP	20 £ = 4d10 HP	40 £ = 8d10 HP	100 £ = 1/2 HP	200 £ = Full HP
SP Potion (Red Base/Blue Top)	5 £ = 1d10 SP	10 £ = 2d10 SP	20 £ = 4d10 SP	40 £ = 8d10 SP	200 £ = 1/2 SP	400 £ = Full SP
Purity Potion (Red Base/Pink Top)	5 £ = 1d10	10 £ = 2d10	20 £ = 4d10	40 £ = 8d10	50 £ = 1/2	200 £ = Perfect
Skill Potion (Yellow Base/Red Top)	10 £ = 1d4	20 £ = 2d4	40 £ = 3d4	80 £ = 4d4	160 £ = 5d4	400 £ = 6d4
Strength Potion (Neon Green Base/Blue Top)	10 £ = 1d10	20 £ = 2d10	40 £ = 3d10	80 £ = 4d10	---	---
Defense Potion (Neon Green Base/Red Top)	5 £ = 1d10	10 £ = 2d10	25 £ = 3d10	50 £ = 4d10	75 £ = 5d10	100 £ = 6d10
Poison Potion (Neon Green)	60 £ = 1d10	75 £ = 2d10	95 £ = 3d10	120 £ = 4d10	150 £ = 5d10	350 £ = 10d10

## Charms:

SP Charm	20 £ x Level of Charm	+ 2 SP each Round multiplied by the Level of the Charm, Slowly regains SP other times	Must be the Level of the Charm to use it (same for all below)
Purity Charm	15 £ x Level of Charm	+ 5 SP each Round multiplied by the Level of the Charm	
Skill Charm	40 £ x Level of Charm	+1 multiplied by the Level of the Charm	Happens when performing an action respective to the Charm
Strength Charm	20 £ x Level of Charm	+1d4 Dmg multiplied by the Level of the Charm	Amplifies Physical attacks only
Defense Charm	20 £ x Level of Charm	+1d6 to Armor multiplied by the Level of the Charm	Against Physical attacks only
Poison Charm	40 £ x Level of Charm	+1d10 resistance to Poisons multiplied by the Level of the Charm	

## Books:

Red Plant Book	10-40 £	Contains Knowledge about Plants	You have to be able to read books that are written in another language
Green Potion Book	10-40 £	Contains Knowledge about Potions and Poisons	
Brown Spell Book	10-40 £	Contains Knowledge about Magic	
Blue Factbook	10-40 £	Contains Knowledge about Weapons and Folklore	
Black Book of Evil	30-60 £	Contains Knowledge about Evil Stuff	
Dark Grey Book of Monsters	20-50 £	Contains Knowledge about Creatures	
Light Blue Book	5-20 £	Blank	
Bright Red Book	5-20 £	Blank	

## Scrolls, Maps, and Parchment:

Sand Green Potions Scroll	5-15 £	Contains Knowledge about Potions and Poisons	
Colorful Map	25-50 £	Imparts user with Knowledge of the area shown on the map	Map of all Anaea
Ibis (Thoth/Wisdom) Map	20-30 £	Imparts user with Knowledge of the area shown on the map	Map to 1 of 3 hidden treasures in Brydon
Jackal (Anubis/Death) Map	20-30 £	Imparts user with Knowledge of the area shown on the map	Map to 1 of 3 hidden treasures in Brydon
Ram (Amun/Creation) Map	20-30 £	Imparts user with Knowledge of the area shown on the map	Map to 1 of 3 hidden treasures in Brydon
Cave of the Crescent Moon Map	25-35 £	Imparts user with Knowledge of the area shown on the map	Map of Anglul
Dragon Scroll	15-30 £	Contains Knowledge about Creatures and Magic	Magic has to do with Dragons

## Crystals:

Ruby (Red)	100-200 £	Can be used to gain power over Fire and Love	Not <i>Really</i> Evil
Amber (Orange)	200-300 £	Can be used to gain power over Fire and Lava	
Topaz (Yellow)	75-150 £	Can be used to gain power over the Sun, Light and Lightning	
Jade (Light Green)	75-125 £	Can be used to gain power over Poisons, Air, and some Energy	
Emerald (Green)	150-250 £	Can be used to gain power over Poisons, Plants, and some Shadows	
Aquamarine (Light Blue)	200-300 £	Can be used to gain power over Water, Purity, and Forcefields	
Sapphire (Blue)	100-200 £	Can be used to gain power over Water, Purity, and Forcefields	
Amethyst (Purple)	200-300 £	Can be used to gain power over Shadows, some Poisons, Souls, Minds, and Dark Lightning	Almost Evil
Tourmaline (Pink)	200-300 £	Can be used to gain power over Emotions	
Diamond (White)	200-300 £	Can be used to gain power over Light, the Sky, Air, Lightning, and Purity	

Food and Drink (measured in Rations):

<u>Name of Food</u>	<u>Immediate and Permanent Effects</u>	<u>Temporary Effects</u>	<u>Notes:</u>
Apple	+ 5 HP, + 5 to Hunger		Each day, you lose 60 Hunger points, in 10-15 point increments, at a steady rate.
Banana	+ 10 HP, + 5 to Hunger		
Bread (Croissant)	+ 5 HP, + 10 to Hunger		
Fish	+ 10 HP, + 10 to Hunger		
Lembas Bread	+ 20 HP, + 30 to Hunger		
Meat (Chicken)	+ 10 HP, + 10 to Hunger		
Sandwich	+ 10 HP, + 10 to Hunger		
Mead (Beer/Rum/Ale)	+ 3 HP, + 2 to Hunger	+1 to Physical attacks, -1 to Sobriety, until after 3hrs	Without rest after consumption, you can KO
Milk	+ 1 HP, + 2 to Hunger		
Water	+ 0 HP, + 2 to Hunger		Must ingest at least 3 units per day at least twice
Wine	+ 3 HP, + 2 to Hunger	+1 to Armor, -1 to Sobriety, until after 3hrs	