

Magic Shop

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All ITEM_IDs are listed in BLUE.

Weapons & Armor

Item	Mundane (Level 1)		Magic +0 (Level 1)		Magic +1 (Level 2)		Magic +2 (Level 4)		Magic +3 (Level 6)		Magic +4 (Level 8)		Magic +5 (Level 10)	
Melee Weapon	40	01	400	02	1,200	03	3,600	04	7,200	05	12,000	06	20,000	07
Projectile Weapon	40	08	400	09	1,200	10	3,600	11	7,200	12	12,000	13	20,000	14
Shield	40	15	90	16	1,540	17	4,540	18	9,040	19	15,040	20	25,040	21
Leather Armor	40	22	90	23	1,540	24	4,540	25	9,040	26	15,040	27	25,040	28
Chain Armor	400	29	500	30	1,900	31	4,900	32	9,400	33	15,400	34	25,400	35
Plate Armor	1,500	36	1,650	37	3,000	38	6,000	39	10,500	40	16,500	41	26,500	42
Ring of Protection	--		--		1,500	43	4,500	44	9,000	45	15,000	46	25,000	47
One-Shot Arrow/Bolt /Thrown Weapon	4	48	8	49	15	50	45	51	90	52	135	53	180	54
Retrievable (1/combat) Arrow/Bolt/Thrown Weapon	40	55	80	56	150	57	450	58	900	59	1,350	60	1,800	61
Reusable Arrow/Bolt/Thrown Weapon	--		200	62	600	63	1800	64	3600	65	5400	66	7200	67
Invoked 1xpd Weapon	--		--		--		--		--		3,200	68	6,000	71
Enhancement 2xpd	--		--		--		--		--		6,400	69	12,000	72
Enhancement 3xpd	--		--		--		--		--		9,600	70	18,000	73
Invoked 1xpd Armor	--		--		--		--		--		4,000	74	7,500	77
Enhancement 2xpd	--		--		--		--		--		8,000	75	15,000	78
Enhancement 3xpd	--		--		--		--		--		12,000	76	22,500	79

Each column includes both the gold piece cost and the item_ID

Oils of Improvement

Weapons and Armor must be raised to each plus. Example: A +1 Weapon or Armor must be upgraded to +2, and only then can it be upgraded to +3, and so on.

Upgrade Cost	To +0 (Level 1)	+0 to +1 (Level 1)	+1 to +2 (Level 4)	+2 to +3 (Level 6)	+3 to +4 (Level 8)	+4 to +5 (Level 10)
Weapon	—	880 467	2,640 468	3,960 469	5,280 470	14,080 471
Leather	55 472	1,595 473	3,300 474	4,950 475	6,600 476	11,000 477
Chain	110 478	1,540 479	3,300 480	4,950 481	6,600 482	11,000 483
Plate	165 484	1,485 485	3,300 486	4,950 487	6,600 488	11,000 489
Ring	—	—	3,300 490	4,950 491	6,600 492	11,000 493

Spell & Ability Point Crystals and Generators

Spell or Ability Point Crystals (one-shot), two pts, 100 per crystal (Level 1) 80

Spell or Ability Point Generators

Points	1xpd		2xpd		3xpd		4xpd		5xpd		6xpd	
1	500	81	1000	82	1400	83	1800	84	2100	85	2400	86
2	1000	87	2000	88	2800	89	3600	90	4200	91	4800	92
3	1500	93	3000	94	4200	95	5400	96	6300	97	7200	98
4	2000	99	4000	100	5600	101	7200	102	8400	103	9600	104
5	2500	105	5000	106	7000	107	9000	108	10,500	109	12,000	110
10	5000	111	10,000	112	14,000	113	18,000	114	21,000	115	24,000	116

Table 6-H, the Price Multiplier table applies to spell or ability point generators.

Healing

Healing Crystals (one shot) 24 for two points (2 pts increments required). (Level 1) 117

X Points of Healing, Y times per day

Points	1xpd		2xpd		3xpd		4xpd		5xpd		6xpd	
2	240	118	480	119	720	120	960	121	1200	122	1440	123
4	480	124	960	125	1440	126	1920	127	2400	128	2880	129
6	720	130	1440	131	2160	132	2880	133	3600	134	4320	135
8	960	136	1920	137	2880	138	3840	139	4800	140	5760	141
10	1200	142	2400	143	3600	144	4800	145	6000	146	7200	147
12	1440	148	2880	149	4320	150	5760	151	7200	152	8400	153
14	1680	154	3360	155	5040	156	6720	157	8400	158	10,080	159
16	1920	160	3840	161	5760	162	7680	163	9600	164	11,520	165
18	2160	166	4320	167	6480	168	8640	169	10,800	170	12,960	171
20	2400	172	4800	173	7200	174	9600	175	12,000	176	14,400	177
30	3600	178	7200	179	14,400	180	21,600	181	28,800	182	36,000	183

Table 6-H, the Price Multiplier tabl, does NOT apply to healing.

Cure Serious Value: 2,208 [Item_ID: 184](#)

- Cure Serious Wounds (12 points) 1xDay per the 6th lvl CL spell.
- The healing may be raised to a total of 30 points at a cost of 160 per point.

Ranged Heal Value: 1,980 [Item_ID: 185](#)

- Ranged Heal 10 points per the 7th lvl CL spell.
- The healing may be raised to a total of 20 points at a cost of 180 per point.

<i>Cleric SAS</i>	1shot	ID	1XDay	ID
Ashes to Ashes per the 4 th lvl CL spell	130	186	1300	187
Blessed Arrow 28 pts (7 th lvl) per the 7 th lvl CL	616	188	6160	189
Bump of Direction per the 2 nd lvl CL spell.	60	190	600	191
Commune per the 8 th lvl CL spell.	150	192	1500	193
Create Holy Water (6 Bean Bags) per the 2nd lvl CL spell.	50	194	500	195
Enhance-User's Choice per the 1st lvl CL spell.	165	196	1650	197
Exuberate – User's Choice per the 4th lvl CL spell.	410	198	4100	199
Foresee (1 Question) per the 2nd lvl CL spell.	80	200	800	201
God's/Goddess's Boon (1 use) per the 2nd lvl CL spell.	130	202	1300	203
God's/Goddess's Favor per the 3rd lvl CL spell.	165	204	1650	205
God's/Goddess's Shadow per the 7 th lvl CL spell.	330	206	3300	207
Invoke – Life Points per the 7 th lvl CL spell.	100	208	1000	209
Invoke – User's Choice per the 7 th lvl CL spell.	215	618	2150	619
Life Spark per the 6 th lvl CL spell.	500	210	5000	211
Regenerate: 40 pts, per the 8 th lvl Cleric ability cast at Lvl 10	(N/A)		4000	653
Speak with Dead (1 question) per the 6 th lvl CL spell.	80	212	800	213
Neutralize Disease - Any per the 4th level CL spell	200	599	2000	600
Wrath 20 pts (10 th lvl) per the 5 th lvl CL spell	150	214	1500	215

Cleric SAS, multi-xpd

Converse as per the CL5 spell, unlimited	(N/A)		3600	620
Scry Glyph as per the 3rd lvl Cleric spell, 6xpd	(N/A)		1440	655
Wrath 10 pts (5 th lvl) per the 5 th lvl CL spell, 6xpd	(N/A)		4800	636

<i>Druid SAS</i>	1shot	ID	1XDay	ID
Aspect of the Elements – Fire per the 9 th lvl Druid ability	1500	216	15,000	217
Dust Storm per the 7 th lvl Druid spell.	1400	218	14,000	219
Earth Calming per the 6 th lvl DR spell.	200	220	2000	221
Elemental Arrow – User's Choice per the 3 rd level DR spell.	98	222	980	223
Elemental Fury - Fire per the 9 th lvl DR spell.	864	224	8640	225
Elemental Protection—Fire 30 pts (10 th lvl) per the 3 rd lvl DR spell.	600	494	6000	495
Elemental Protection User's Choice 9 pts per the 3 rd lvl DR spell.	234	226	2340	227
Elemental Protection User's Choice 30 pts - 3 rd lvl DR spell at 10th	780	612	7800	613
Flare – Ice 10 pts (5 th lvl) per the 2 nd lvl DR spell	110	227	1100	229
Flower of Avalon — Gray per the 8 th lvl DR spell	175	496	1750	497
Gale per the 4 th lvl DR spell.	240	230	2400	231
Insect Bane per the 3 rd lvl DR spell.	148	633	1480	634
Lightbeam – User's Choice per the 8 th lvl DR spell.	180	232	1800	233
Neutralize Poison per the 4 th lvl DR spell.	100	234	1000	235
Plant Seek-Battleweed per the 5 th lvl DR spell.	300	238	3000	239
Plant Seek-Vervain per the 5 th lvl DR spell.	80	616	800	617
Plant Seek – User's Choice per the 5 th lvl DR spell.	344	236	3440	237
Seeds of the Elements-Fire 20 points (10 th lvl) per the DR 6 spell.	320	240	3200	241

Treeshift per the 4 th lvl DR spell.	130	242	1300	243
Warp per the 2nd lvl DR spell.	90	244	900	245

Druid SAS, multi-xpd

Elemental Damage per the 4 th lvl DR spell cast at lvl 10, 6xpd	(N/A)		17,472	650
Elemental Protection, User's Choice, DR 3 spell cast at lvl 10, perm	(N/A)		46,800	660
Flowers Of Avalon: Yellow, per the 8th lvl DR spell, 6xpd	(N/A)		11,520	652
Gale per the 4 th lvl DR spell, 3xpd	(N/A)		6720	505
Lightbeam – User's Choice per the 8 th lvl DR spell, 6xpd	(N/A)		8640	644
Speak With Plants, base DR ability, 6xpd	(N/A)		1920	637

Fighter SAS

	1shot	ID	1XDay	ID
Battle Fever per the 1st lvl FT ability.	150	246	1500	247
Battle Fever per the 5 th lvl FT ability.	750	248	7500	249
Battle Focus per the 6 th lvl FT ability.	75	250	750	251
Bind Weapon (5 th lvl) per the 4 th lvl FT ability.	175	252	1750	253
Blade Sharp +2 per the 5 th lvl FT ability.	63	254	630	255
Disarm per the 6 th lvl FT ability.	240	256	2400	257
Dodge Blow per the 7 th lvl FT ability.	250	258	2500	259
Fighter's Blow per the 8 th lvl FT ability.	300	260	3000	261
Knock Out Blow per the 10 th lvl FT ability.	600	262	6000	263

Fighter SAS, multi-xpd

Gauge Opponent's Total Armor as per the FT 4 ability, unlimited	(N/A)		7200	614
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Knight SAS

	1shot	ID	1XDay	ID
+1 vs. LI Effects per the 3 rd lvl KN ability.	225	264	2250	265
Avenging Blow 10 points (5 th lvl) per the 5 th lvl KN ability.	150	266	1500	267
Confidence per the 7 th lvl KN ability.	450	268	4500	269
Dispel Fear per the 5 th lvl KN ability.	180	270	1800	271
Immunity to Fear per the 3rd lvl KN ability.	96	272	960	273
No Defense Blow 6 points per the 6 th lvl KN ability.	520	274	5200	275
Numbing Blow (9 th lvl) per the 9 th lvl KN ability.	540	276	5400	277
Resist Death (7pts) per the 7 th lvl KN ability.	185	278	1850	279
Resist Pain per the 5 th lvl KN ability.	188	280	1880	281
Strength II per the 4 th lvl KN ability.	177	282	1770	283
Strength III per the 7 th lvl KN ability.	265	284	2650	285
Strength IV per the 10 th lvl KN ability.	(N/A)		3530	654
Nullify Level Drain per the 9 th lvl KN ability.	400	601	4000	602

Knight SAS, multi-xpd

+2 vs LI, as per the KN 6 ability	450	629	4500	630
+2 vs LI, as per the KN 6 ability, permanent	(N/A)		27,000	658

Group Immunity To Fear as per the KN 5 ability, unlimited	(N/A)	7680	621
Resist Death (10 pts) per the lvl 7 KN ability at lvl 10, 6xpd	(N/A)	12480	611
Resist Pain per the 5th lvl KN ability, unlimited	(N/A)	11,100	610
Strength IV per the 10 th lvl KN ability, permanent	(N/A)	21,180	606

Magic User SAS

	1shot	ID	1XDay	ID
Autocast per the 7 th lvl MU spell.	300	286	3000	287
Awaken per the 2 nd lvl MU spell.	90	288	900	289
Bloodhound per the 3 rd lvl MU spell.	45	290	450	291
Concentration per the 6th lvl MU spell.	450	292	4500	293
Defense +1 (1st lvl) per the 1st lvl MU spell	75	294	750	295
Defense +5 (10 th lvl) per the 1st lvl MU spell	775	296	7750	297
Double Effect per the 7 th lvl MU spell	225	298	2250	299
Dropsy per the 3 rd lvl MU spell.	400	300	4000	301
Electrify 6 points per the 1 st lvl MU spell.	90	302	900	303
Fire Trap per the 5 th lvl MU spell.	90	304	900	305
LI Enhancement +2 per the 6 th lvl MU spell.	150	306	1500	307
LI Extension per the 10 th lvl MU spell.	250	308	2500	309
Missile Protection per the 5 th lvl MU spell.	200	310	2000	311
Know Aura per the 2 nd lvl MU spell.	50	312	500	313
Phase Out per the 4 th lvl MU spell.	195	314	1950	315
Reverse Petrify (10 th lvl) per the 8 th lvl MU spell	800	316	8000	317
Savvy per the 1 st lvl MU spell.	60	318	600	319
Strong Arm +3 (5 th lvl) 2 nd lvl MU spell.	113	320	1130	321
True Sight per the 7 th lvl MU spell.	160	322	1600	323

Magic user SAS, multi-xpd

Concentration, as per the 6 th lvl MU spell, 6xpd	(N/A)	21,600	615
Know Aura per the 2 nd lvl MU spell, 6xpd	(N/A)	2400	661
Phase Out per the 4th lvl MU spell, 3xpd	(N/A)	5460	643
Spell Negation per the 6th lvl MU spell, 6xpd	(N/A)	19,200	627
Strong Arm +5 per the 2nd level MU spell cast at level 10, 6xpd	(N/A)	12000	651
True Sight (7 th lvl) per the 7th lvl MU spell, 3xpd	(N/A)	4480	604

Monk SAS

	1shot	ID	1XDay	ID
Escape Bonds per the 2nd lvl MK ability	50	622	500	623
Evade per the 7 th lvl MKM ability.	400	324	4000	325
Immunity to Knockdowns per the 10 th lvl MKM ability.	250	326	2500	327
Immunity to Poison per the 10th lvl MKS ability	500	643	5000	645
Kip per the 4 th lvl MK ability.	162	328	1620	329
Leap per the 2 nd lvl MK ability.	70	330	700	331
Leap per the 2 nd lvl MK ability, unlimited	(N/A)		4200	504

Life Support per the 8 th lvl MK ability.	270	332	2700	333
Physical Attack 10 pts (5 th lvl) per the 3 rd lvl MK ability.	200	334	2000	335
Sacrifice Throw per the 3rd lvl MK ability.	112	336	1120	337
Safe Fall 40ft (4 th lvl) per the 3 rd lvl MK ability.	60	338	600	339
Sense I per the 4 th lvl MK ability.	168	340	1680	341
Sense II per the 6 th lvl MKM ability.	80	342	800	343
Speed per the 7 th lvl MK ability.	285	344	2850	345
Sweep per the 6 th lvl MKM ability.	320	346	3200	347
Throw per the 5 th lvl MK ability.	224	348	2240	349
Walk on Liquids per the 7 th lvl MK ability.	100	350	1000	351

Monk SAS, multi-xpd

Evade per the 7 th lvl MKM ability, 4xpd	(N/A)		14,400	607
Evade per the 7 th lvl MKM ability, 6xpd	(N/A)		19,200	662
Leap per the 2 nd lvl MK ability, unlimited	(N/A)		4200	504
Life Support per the 8th lvl MK ability, 6xpd	(N/A)		12,960	609
Safe Fall 100ft (10 th lvl) per the 3 rd lvl MK ability, 3xpd	(N/A)		4200	603
Sense I per the 4th lvl MK ability, permanent	(N/A)		10,080	659
Sense II per the 6th lvl MK ability, permanent	(N/A)		4800	608

Ranger SAS

	1shot	ID	1XDay	ID
Aspect of the Beasts – Bear per the 8 th lvl RG ability	1365	352	13650	353
Arrow of Slaying 10 points (5 th lvl) per the 5 th lvl RG ability.	110	354	1100	355
Gather Food as per the 1 st lvl RG ability	40	656	400	657
Hone Arrow +2 per the 4 th lvl RG ability	63	356	630	357
Killing Arrow per the 10 th lvl RG ability	1400	358	14,000	359
Knockdown Arrow per the 4 th lvl RG ability.	160	360	1600	361
Long Arrow per the 5 th lvl RG ability.	150	362	1500	363
No Defense Arrow per the 10 th level RG ability	300	364	3000	365
Penetrating Arrow per the 2nd lvl RG ability.	115	366	1150	367
Ranger Herbs – Athelas per the 6 th lvl RG ability.	250	368	2500	369
Ranger Herbs-User’s Choice per the 6 th lvl RG ability.	553	370	5530	371
Stun Arrow per the 7 th lvl RG ability.	224	372	2240	373
Target Arrow per the 3 rd lvl RG ability.	130	374	1300	375
Wathit (1 property) per the 4 th lvl RG ability.	120	376	1200	377

Ranger SAS, multi-xpd

Ranger Herbs, Devil’s Weed, as per the 6 th lvl RN ability, 6xpd	(N/A)		9600	635
Wathit (1 property) per the 4 th lvl RG ability 6xpd	(N/A)		5760	605

Thief SAS

3/4” Lockpick	Value: 800	(Level 1)	Item_ID: 378
1” Lockpick	Value: 1600	(Level 1)	Item_ID: 379

	1shot	ID	1XDay	ID
<u>Bypass Trap - Magical per the 8th lvl TH ability.</u>	175	380	1750	381
<u>Climbing per the 5th lvl TH ability.</u>	80	382	800	383
<u>Deception per the 8th lvl TH ability.</u>	150	384	1500	385
<u>Disguise (7th lvl) per the 7th lvl TH ability.</u>	210	386	2100	387
<u>Distrust per the 4th lvl TH ability.</u>	150	388	1500	389
<u>Intuit Code per the 4th lvl TH ability.</u>	140	390	1400	391
<u>Memory per the 3rd lvl TH ability.</u>	100	392	1000	393
<u>Sense Traps per the 2nd lvl TH ability.</u>	110	394	1100	395
<u>Set Needle Trap per the 3rd lvl TH ability.</u>	75	396	750	397
<u>Sharpen Daggers +2 (5 daggers) per the 5th lvl TH ability.</u>	63	398	630	399
<u>Sharpen Daggers +3 (5 daggers) per the 8th lvl TH ability.</u>	113	400	1130	401
<u>Thief's Edge 6 pts (6th lvl) per the 5th lvl TH ability.</u>	90	402	900	403
<u>Thief's Touch per the 4th lvl TH ability.</u>	70	404	700	405

Thief SAS, multi-xpd

<u>Climbing per the 5th lvl TH ability, 3xpd</u>	(N/A)	2240	506
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Everfull Vials (Level 1)

Item_ID: [406](#) Item_ID: [407](#) Item_ID: [408](#) Item_ID: [409](#)
 Acid Value: 100 Oil Value: 100 Water Value: 100 Wine Value: 100

- Require 5 seconds to activate, must be sealed or stoppered to refill. Cannot be activated remotely. They produce about one cupful of the designated liquid. PC must possess an appropriately colored beanbag to use acid or oil to deal damage. These items may not be used in combat or thrown for damage.

Mystic Runes

Rain of Arrows Value: 900 Item_ID: [410](#)

- Make Arrows Unlimited per the 2nd lvl RG ability.

Aspects of Life Value: 1796 Item_ID: [411](#)

- Will cast autoactivate Life Spark per the 6th lvl Cleric's spell on the bonded owner when his/her life points reach 0 – 1 time.
- 5 seconds later it will autoactivate HEAL 8 on the bonded owner – 1 time.

Aspects of Metal-Silver Value: 200 Item_ID: [412](#)

- This *Silver* Plating will coat any existing weapon bonding permanently to the weapon. All weapon damage becomes Silver damage. The Silver will coat one item one time ONLY.

- Aspects of Metal-Cold Iron.** Value: 200 [Item_ID: 413](#)
- This *Cold Iron* Plating will coat any existing weapon bonding permanently to the weapon. All weapon damage becomes Cold Iron damage. The Cold Iron will coat one item one time ONLY.
- Aspects of Rain** Value: 1550 [Item_ID: 414](#)
- Will perform ONE of the following
- Walk on Liquids 1xDay per the 7th lvl MK ability.
 - OR Mist Bridge 1xDay per the 6th lvl DR ability.
- Awareness** Value: 2480 [Item_ID: 415](#)
- Sense I 1xDay per the 4th lvl MK ability.
 - Sense II 1xDay per the 6th lvl MK ability.
- Eye of Deadeye** Value: 540 [Item_ID: 626](#)
- 6 point Dead Eye, once per day.
 - This is a rechargeable item, recharged by hitting a living creature with the eye three times, causing 3 points of damage to that creature.
- Blooming Flower** Value: 11,520 [Item_ID: 416](#)
- Will cast Yellow Flower of Avalon per the 8th lvl Druid spell 6xDay.
- Delwin's Day** Value: 420 [Item_ID: 417](#)
- Will cast each of the following.
 1. Earth Calming One-Shot per the 6th lvl Druid's spell.
 2. Mist Bridge One-Shot per the 6th lvl Druid's spell.
 3. Rock to Mud One-Shot per the 6th lvl Druid's spell.
- Enhanced Senses Ternion** Value: 1960 [Item_ID: 418](#)
- Enhanced Senses 3xDay per the 5th lvl RG ability.
- DeMedusa** Value: 1650 [Item_ID: 419](#)
- When the bonded owner is the target of a Petrify of the 10th lvl or below, this item will autoactivate Reverse Petrify per the 8th lvl MU spell at 10th lvl, LI Extension 5 ft radius, One-Shot.
- Desh-Truccion** Value: 5000 [Item_ID: 420](#)
- Will autocast Create Glyph-Desh. (8th lvl) The User still must pay the 1600 gold when used.
- Endurance** Value: 4380 [Item_ID: 421](#)
- Dodge Blow per the 7th lvl FT ability, once per day.
 - Resist Pain per the 5th lvl KN ability, once per day.
- Errol Flynn** Value: 2400 [Item_ID: 422](#)
- Will restore 1 SAS point if bonded owner dramatically gives a compliment to a fellow player.

- Useable 6xDay. (1st lvl)

Evasion Value: 19,200 [Item_ID: 498](#)

- Evade per the 7th lvl MMK ability 6xDay.

Strength Value: 12,000 [Item_ID: 423](#)

- Strong arm +5 6xDay (10th lvl) per the 2nd lvl MU spell.

Sense II Tetrad Value: 2880 [Item_ID: 424](#)

- Sense II 4xDay per the 6th lvl MK ability.

Specialty Items

Self-moving Rope Value: 130 [Item_ID: 425](#)

- This self-moving 120-foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.
- Can be repaired by a Mend spell.
- All aspects of a Self-Moving Item apply.

Self-moving Spool Rope Value: 380 [Item_ID: 426](#)

- This self-moving 120-foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.
- Can be repaired by a Mend spell.
- Can reduce its size to a small spool of thread.
- All aspects of a Self-Moving Item apply.

Mist Servant Rope Value: 2280 [Item_ID: 427](#)

- This 120-foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.
- Can be repaired by a Mend spell.
- Can reduce its size to a small spool of thread.
- All aspects of a Self-Moving Item apply except when the rope is in a Mist Servant form.
- This animated rope functions as a Mist Servant per the 7th lvl Druid's spell – 1 time per day.

Lore Book Value: 590 [Item_ID: 428](#)

1. Will cast each of the following abilities - 1 time.
 - Battlefield Lore per 1st lvl FT ability.
 - Heraldic Lore per 1st lvl KN ability.
 - Legend Lore per 1st lvl MK ability.
 - Major Lore per 3rd lvl MK ability.
 - Nature Lore per 1st lvl RG ability.

- People Lore. per 2nd lvl TH ability.
- Religion Lore per 1st lvl CL ability.
- Track Lore per 7th lvl RG ability.

Additional Language Value: 500 [Item_ID: 429](#)

Book Of All Standard Glyphs Value: 100 [Item_ID: 628](#)

One Permanent Life Point Value: 2000 [Item_ID: 632](#)
FYI: The maximum cumulative gain allowed is 1 extra permanent life point per level of the character. This does not include extra Life Points gained by the Optional Character Abilities or Epic level gains.

Familiars

Base Familiar LP: 5/10 Value: 1000 [Item_ID: 499](#)

- Bonded owner may choose the type of Familiar

Familiar LP: 5/10 Value: 3020 [Item_ID: 430](#)

- Bonded owner may choose the type of Familiar.
- Will cast Awaken 1xDay per the 2nd lvl MU spell.
- Will cast Sacrifice Throw 1xDay per the 3rd lvl MK ability.

Axolotl Familiar LP: 5/10 Value: 4100 [Item_ID: 431](#)

1. Will cast ONE of the following 1xDay.
 - REGENERATE LIMB per the 9th lvl Cleric's ability. 2500
 - HEAL 20 points per the 1st lvl Cleric's ability in any even increment.

Puff the Baby Dragon Familiar LP: 5/10 Value: 2200 [Item_ID: 432](#)

- Will breathe a mystic smoke into the bonded owner's face causing a Melange Dream per the 6th lvl RG ability 1xDay.

The Owl of Wisdom Familiar LP: 5/10 Value: 1800 [Item_ID: 433](#)

- Will perform Foresee per the 2nd lvl Cleric spell 1xDay by asking the owl, "Is this a good idea?"

Mummy Familiar LP: 5/10 Value: 3880 [Item_ID: 500](#)

- Animate Dead per the 6th lvl Cleric spell 1xDay.
- The Animate Dead may be raised to 10th lvl at a cost of 450 per lvl.

Fiery Skeleton Familiar LP: 5/10 Value: 3532 [Item_ID: 501](#)

- Fire Strike 9 points per the 4th lvl MU spell 1xDay.

- The Fire Strike may be raised to a total of 30 pts in increments of 3 points, at a cost of 480 gp per increment.

Baby Cenobite Familiar

LP: 5/10

Value: 2265

Item_ID: 502

- Will cast Pain Strike -2 per the 4th level Cleric spell 1xDay.
- The Pain Strike may be raised to a total of -5 for 550 per pt.

[Max id in use: 661](#)

[Max id in table: 661](#)