

# 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)	
<b>Melee Weapon</b>	40	01	400	02	1,200	03	3,600	04	7,200	05	12,000	06	20,000	07
<b>Projectile Weapon</b>	40	08	400	09	1,200	10	3,600	11	7,200	12	12,000	13	20,000	14
<b>Shield</b>	40	15	90	16	1,540	17	4,540	18	9,040	19	15,040	20	25,040	21
<b>Leather Armor</b>	40	22	90	23	1,540	24	4,540	25	9,040	26	15,040	27	25,040	28
<b>Chain Armor</b>	400	29	500	30	1,900	31	4,900	32	9,400	33	15,400	34	25,400	35
<b>Plate Armor</b>	1,500	36	1,650	37	3,000	38	6,000	39	10,500	40	16,500	41	26,500	42
<b>Ring of Protection</b>	--		--		1,500	43	4,500	44	9,000	45	15,000	46	25,000	47
<b>One-Shot Arrow/Bolt /Thrown Weapon</b>	4	48	8	49	15	50	45	51	90	52	135	53	180	54
<b>Retrievable (1/combat) Arrow/Bolt/Thrown Weapon</b>	40	55	80	56	150	57	450	58	900	59	1,350	60	1,800	61
<b>Reusable Arrow/Bolt/Thrown Weapon</b>	--		200	62	600	63	1800	64	3600	65	5400	66	7200	67
<b>Invoked 1xpd Weapon</b>	--		--		--		--		--		3,200	68	6,000	71
<b>Enhancement 2xpd</b>	--		--		--		--		--		6,400	69	12,000	72
<b>Enhancement 3xpd</b>	--		--		--		--		--		9,600	70	18,000	73
<b>Invoked 1xpd Armor</b>	--		--		--		--		--		4,000	74	7,500	77
<b>Enhancement 2xpd</b>	--		--		--		--		--		8,000	75	15,000	78
<b>Enhancement 3xpd</b>	--		--		--		--		--		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)
<b>Weapon</b>	—	880 467	2,640 468	3,960 469	5,280 470	14,080 471
<b>Leather</b>	55 472	1,595 473	3,300 474	4,950 475	6,600 476	11,000 477
<b>Chain</b>	110 478	1,540 479	3,300 480	4,950 481	6,600 482	11,000 483
<b>Plate</b>	165 484	1,485 485	3,300 486	4,950 487	6,600 488	11,000 489
<b>Ring</b>	—	—	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 6<sup>th</sup> 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 7<sup>th</sup> lvl CL spell.
- The healing may be raised to a total of 20 points at a cost of 180 per point.

***Cleric SAS***

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

***Cleric SAS, multi-xpd***

Converse as per the CL5 spell, unlimited	(N/A)		3600	<a href="#">620</a>
Wrath 10 pts (5 <sup>th</sup> lvl) per the 5 <sup>th</sup> lvl CL spell, 6xpd	(N/A)		4800	<a href="#">636</a>

***Druid SAS***

	<b>1shot</b>	<b>ID</b>	<b>1XDay</b>	<b>ID</b>
Aspect of the Elements – Fire per the 9 <sup>th</sup> lvl Druid ability	1500	<a href="#">216</a>	15000	<a href="#">217</a>
Dust Storm per the 7 <sup>th</sup> lvl Druid spell.	1400	<a href="#">218</a>	14000	<a href="#">219</a>
Earth Calming per the 6 <sup>th</sup> lvl DR spell.	200	<a href="#">220</a>	2000	<a href="#">221</a>
Elemental Arrow – User's Choice per the 3 <sup>rd</sup> level DR spell.	98	<a href="#">222</a>	980	<a href="#">223</a>
Elemental Fury - Fire per the 9 <sup>th</sup> lvl DR spell.	864	<a href="#">224</a>	8640	<a href="#">225</a>
Elemental Protection—Fire 30 pts (10 <sup>th</sup> lvl) per the 3 <sup>rd</sup> lvl DR spell.	600	<a href="#">494</a>	6000	<a href="#">495</a>
Elemental Protection User's Choice 9 pts per the 3 <sup>rd</sup> lvl DR spell.	234	<a href="#">226</a>	2340	<a href="#">227</a>
Elemental Protection User's Choice 30 pts - 3 <sup>rd</sup> lvl DR spell at 10th	780	<a href="#">612</a>	7800	<a href="#">613</a>
Flare – Ice 10 pts (5 <sup>th</sup> lvl) per the 2 <sup>nd</sup> lvl DR spell	110	<a href="#">227</a>	1100	<a href="#">229</a>
Flower of Avalon — Gray per the 8 <sup>th</sup> lvl DR spell	175	<a href="#">496</a>	1750	<a href="#">497</a>
Gale per the 4 <sup>th</sup> lvl DR spell.	240	<a href="#">230</a>	2400	<a href="#">231</a>
Insect Bane per the 3 <sup>rd</sup> lvl DR spell.	148	<a href="#">633</a>	1480	<a href="#">634</a>
Lightbeam – User's Choice per the 8 <sup>th</sup> lvl DR spell.	180	<a href="#">232</a>	1800	<a href="#">233</a>
Neutralize Poison per the 4 <sup>th</sup> lvl DR spell.	100	<a href="#">234</a>	1000	<a href="#">235</a>
Plant Seek-Battleweed per the 5 <sup>th</sup> lvl DR spell.	300	<a href="#">238</a>	3000	<a href="#">239</a>
Plant Seek-Vervain per the 5 <sup>th</sup> lvl DR spell.	80	<a href="#">616</a>	800	<a href="#">617</a>
Plant Seek – User's Choice per the 5 <sup>th</sup> lvl DR spell.	344	<a href="#">236</a>	3440	<a href="#">237</a>
Seeds of the Elements-Fire 20 points (10 <sup>th</sup> lvl) per the DR 6 spell.	320	<a href="#">240</a>	3200	<a href="#">241</a>
Treeshift per the 4 <sup>th</sup> lvl DR spell.	130	<a href="#">242</a>	1300	<a href="#">243</a>
Warp per the 2nd lvl DR spell.	90	<a href="#">244</a>	900	<a href="#">245</a>

*Druid SAS, multi-xpd*

Gale per the 4 <sup>th</sup> lvl DR spell 3xpd	(N/A)	6720	505
Speak With Plants, base DR ability, 6xpd	(N/A)	1920	637

***Fighter SAS***

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

*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***

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

*Knight SAS, multi-xpd*

+2 vs LI, as per the KN 6 ability	450	<a href="#">629</a>	4500	<a href="#">630</a>
Group Immunity To Fear, unlimited as per the KN 5 ability	(N/A)		7680	<a href="#">621</a>
Resist Death (10 pts) per the lvl 7 KN ability at lvl 10, 6xpd	(N/A)		12480	<a href="#">611</a>
Resist Pain per the 5th lvl KN ability, unlimited	(N/A)		11,100	<a href="#">610</a>
Strength IV per the 10 <sup>th</sup> lvl KN ability, permanent	(N/A)		21180	<a href="#">606</a>

***Magic User SAS***

**1shot ID 1XDay ID**

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

### *Magic user SAS, multi-xpd*

Concentration, as per the 6 <sup>th</sup> lvl MU spell, 6xpd	(N/A)		21600	<a href="#">615</a>
Know Aura per the 2 <sup>nd</sup> lvl MU spell, 6xpd	(N/A)		2400	<a href="#">615</a>
Spell Negation per the 6 <sup>th</sup> lvl MU spell, 6xpd	(N/A)		19200	<a href="#">627</a>
True Sight (7 <sup>th</sup> lvl) per the 7 <sup>th</sup> lvl MU spell, 3xpd	(N/A)		4480	<a href="#">604</a>

### *Monk SAS*

	1shot	ID	1XDay	ID
Escape Bonds per the 2nd lvl MK ability	50	<a href="#">622</a>	500	<a href="#">623</a>
Evade per the 7 <sup>th</sup> lvl MKM ability.	400	<a href="#">324</a>	4000	<a href="#">325</a>
Immunity to Knockdowns per the 10 <sup>th</sup> lvl MKM ability.	250	<a href="#">326</a>	2500	<a href="#">327</a>
Kip per the 4 <sup>th</sup> lvl MK ability.	162	<a href="#">328</a>	1620	<a href="#">329</a>
Leap per the 2 <sup>nd</sup> lvl MK ability.	70	<a href="#">330</a>	700	<a href="#">331</a>
Leap per the 2 <sup>nd</sup> lvl MK ability, unlimited	(N/A)		4200	<a href="#">504</a>
Life Support per the 8 <sup>th</sup> lvl MK ability.	270	<a href="#">332</a>	2700	<a href="#">333</a>
Physical Attack 10 pts (5 <sup>th</sup> lvl) per the 3 <sup>rd</sup> lvl MK ability.	200	<a href="#">334</a>	2000	<a href="#">335</a>
Sacrifice Throw per the 3rd lvl MK ability.	112	<a href="#">336</a>	1120	<a href="#">337</a>
Safe Fall 40ft (4 <sup>th</sup> lvl) per the 3 <sup>rd</sup> lvl MK ability.	60	<a href="#">338</a>	600	<a href="#">339</a>
Sense I per the 4 <sup>th</sup> lvl MK ability.	168	<a href="#">340</a>	1680	<a href="#">341</a>
Sense II per the 6 <sup>th</sup> lvl MKM ability.	80	<a href="#">342</a>	800	<a href="#">343</a>
Speed per the 7 <sup>th</sup> lvl MK ability.	285	<a href="#">344</a>	2850	<a href="#">345</a>
Sweep per the 6 <sup>th</sup> lvl MKM ability.	320	<a href="#">346</a>	3200	<a href="#">347</a>
Throw per the 5 <sup>th</sup> lvl MK ability.	224	<a href="#">348</a>	2240	<a href="#">349</a>
Walk on Liquids per the 7 <sup>th</sup> lvl MK ability.	100	<a href="#">350</a>	1000	<a href="#">351</a>

### *Monk SAS, multi-xpd*

Evade per the 7 <sup>th</sup> lvl MKM ability, 4xpd	(N/A)	14,400	<a href="#">607</a>
Leap per the 2 <sup>nd</sup> lvl MK ability, unlimited	(N/A)	4200	<a href="#">504</a>
Life Support per the 8th lvl MK ability, 6xpd	(N/A)	12,960	<a href="#">609</a>
Safe Fall 100ft (10 <sup>th</sup> lvl) per the 3 <sup>rd</sup> lvl MK ability, 3xpd	(N/A)	4200	<a href="#">603</a>
Sense II per the 6th lvl MK ability, permanent	(N/A)	4800	<a href="#">608</a>

### Ranger SAS

	1shot	ID	1XDay	ID
Aspect of the Beasts – Bear per the 8 <sup>th</sup> lvl RG ability	1365	<a href="#">352</a>	13650	<a href="#">353</a>
Arrow of Slaying 10 points (5 <sup>th</sup> lvl) per the 5 <sup>th</sup> lvl RG ability.	110	<a href="#">354</a>	1100	<a href="#">355</a>
Hone Arrow +2 per the 4 <sup>th</sup> lvl RG ability	63	<a href="#">356</a>	630	<a href="#">357</a>
Killing Arrow per the 10 <sup>th</sup> lvl RG ability	1400	<a href="#">358</a>	14000	<a href="#">359</a>
Knockdown Arrow per the 4 <sup>th</sup> lvl RG ability.	160	<a href="#">360</a>	1600	<a href="#">361</a>
Long Arrow per the 5 <sup>th</sup> lvl RG ability.	150	<a href="#">362</a>	1500	<a href="#">363</a>
No Defense Arrow per the 10 <sup>th</sup> level RG ability	300	<a href="#">364</a>	3000	<a href="#">365</a>
Penetrating Arrow per the 2nd lvl RG ability.	115	<a href="#">366</a>	1150	<a href="#">367</a>
Ranger Herbs – Athelas per the 6 <sup>th</sup> lvl RG ability.	250	<a href="#">368</a>	2500	<a href="#">369</a>
Ranger Herbs-User’s Choice per the 6 <sup>th</sup> lvl RG ability.	553	<a href="#">370</a>	5530	<a href="#">371</a>
Stun Arrow per the 7 <sup>th</sup> lvl RG ability.	224	<a href="#">372</a>	2240	<a href="#">373</a>
Target Arrow per the 3 <sup>rd</sup> lvl RG ability.	130	<a href="#">374</a>	1300	<a href="#">375</a>
Wathit (1 property) per the 4 <sup>th</sup> lvl RG ability.	120	<a href="#">376</a>	1200	<a href="#">377</a>

### Ranger SAS, multi-xpd

Ranger Herbs, Devil’s Weed, as per the 6 <sup>th</sup> lvl RN ability, 6xpd	(N/A)	9600	<a href="#">635</a>
Wathit (1 property) per the 4 <sup>th</sup> lvl RG ability 6xpd	(N/A)	5760	<a href="#">605</a>

### Thief SAS

3/4” Lockpick	Value: 800	(Level 1)	Item_ID: <a href="#">378</a>
1” Lockpick	Value: 1600	(Level 1)	Item_ID: <a href="#">379</a>

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

Thief SAS, multi-xpd

Climbing per the 5<sup>th</sup> lvl TH ability, 3xpd (N/A) 2240 506

**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 2<sup>nd</sup> lvl RG ability.

**Aspects of Life**      Value: 1796      Item\_ID: 411

- Will cast autoactivate Life Spark per the 6<sup>th</sup> 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 7<sup>th</sup> lvl MK ability.
- OR Mist Bridge 1xDay per the 6<sup>th</sup> lvl DR ability.

**Awareness**      Value: 2480      Item\_ID: 415

- Sense I 1xDay per the 4<sup>th</sup> lvl MK ability.
- Sense II 1xDay per the 6<sup>th</sup> 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 8<sup>th</sup> 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 6<sup>th</sup> lvl Druid's spell.
  2. Mist Bridge One-Shot per the 6<sup>th</sup> lvl Druid's spell.
  3. Rock to Mud One-Shot per the 6<sup>th</sup> lvl Druid's spell.

**Enhanced Senses Ternion** Value: 1960 [Item\\_ID: 418](#)

- Enhanced Senses 3xDay per the 5<sup>th</sup> lvl RG ability.

**DeMedusa** Value: 1650 [Item\\_ID: 419](#)

- When the bonded owner is the target of a Petrify of the 10<sup>th</sup> lvl or below, this item will autoactivate Reverse Petrify per the 8<sup>th</sup> lvl MU spell at 10<sup>th</sup> lvl, LI Extension 5 ft radius, One-Shot.

**Desh-Truction** Value: 5000 [Item\\_ID: 420](#)

- Will autocast Create Glyph-Desh. (8<sup>th</sup> 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. (1<sup>st</sup> lvl)

**Evasion** Value: 19,200 [Item\\_ID: 498](#)

- Evade per the 7<sup>th</sup> lvl MMK ability 6xDay.

**Strength** Value: 12,000 [Item\\_ID: 423](#)

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

**Sense II Tetrad** Value: 2880 [Item\\_ID: 424](#)

- Sense II 4xDay per the 6<sup>th</sup> 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 7<sup>th</sup> 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 1<sup>st</sup> lvl FT ability.
    - Heraldic Lore per 1<sup>st</sup> lvl KN ability.
    - Legend Lore per 1<sup>st</sup> lvl MK ability.
    - Major Lore per 3rd lvl MK ability.
    - Nature Lore per 1<sup>st</sup> lvl RG ability.
    - People Lore. per 2<sup>nd</sup> lvl TH ability.
    - Religion Lore per 1<sup>st</sup> 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.*

## *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 2<sup>nd</sup> lvl MU spell.
  - Will cast Sacrifice Throw 1xDay per the 3<sup>rd</sup> 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 9<sup>th</sup> 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 6<sup>th</sup> lvl RG ability 1xDay.
- The Owl of Wisdom Familiar LP: 5/10 Value: 1800 [Item\\_ID: 433](#)
- Will perform Foresee per the 2<sup>nd</sup> 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 6<sup>th</sup> lvl Cleric spell 1xDay.
  - The Animate Dead may be raised to 10<sup>th</sup> 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 4<sup>th</sup> 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 4<sup>th</sup> level Cleric spell 1xDay.
  - The Pain Strike may be raised to a total of -5 for 550 per pt.