

# MAGIC ITEMS

## AZURE AEGIS SHIELD

**Cost: 8D20** Your claan dice cannot be copied or removed from your Claan Dice pool, even through the effects of wild magic.

## HADOOP'S RESONANCE GEM

**Cost: 12D20** Any time wild magic affects your Claan, it affects all other Claans.

## DELTA-DICE DYNAMO (LANDING)

**Cost: 10D20** When rolling Claan dice at the end of the fortnight, you can reroll any d4s or d6s of your choice. You must keep the new score.

## DELTA-DICE DYNAMO (RAW)

**Cost: 12D20** When rolling Claan dice at the end of the fortnight, you can reroll 5 dice of your choice. You must keep the new score.

## DELTA-DICE DYNAMO (BASE)

**Cost: 14D20** When rolling Claan dice at the end of the fortnight, you can reroll 10 dice of your choice. You must keep the new score.

## DELTA-DICE DYNAMO (CURATED)

**Cost: 8D20** When rolling Claan dice at the end of the fortnight, you can reroll **all** dice. You must keep the new score.

## BIG DATA GAUNTLET

**Cost: 8D20** Permanently increase the base step of your dice from d4 to d6.

## SPARK'S ARCANES HOURGLASS

**Cost: 16D20** Each fortnight chose a quest, each member of your Claan can complete it twice.

## AZURE ACTIVE DIRECTORY AMULET

**Cost: 10D20** Add one to the result of the Claan dice for each team member that has completed a quest this fortnight.

## COIN OF THE AZURE COSMOS

**Cost: 12D20** Toss a coin before rolling Claan dice, if the result is heads double result before adding it to your Claan score. If the result is tails, halve result before adding it your Claan score.

## UNITY CATALOGUE SPINNER

**Cost: 16D20** At the start of each fortnight randomly select a Claan member who earns double dice for the fortnight.

## SCHEMA SHIFTING ELIXIR

**Cost: 8D20** One use only. Merge your current dice pool with that of another Claan of your choice. Taking half the dice at random for each Claan.

## VIRTUAL MACHINE DRAUGHT

**Cost: 6D20** One use only. Reroll any 1s when rolling your Claan dice, you must keep the new scores.

## SQL SORCERER'S SCROLL

**Cost: 5D20** One use only. Increase the steps of all dice in your Claan dice pool by 1.

## MONITOR NETWORK INSIGHTS POTION

**Cost: 4D20** One use only. Copy 10 random dice from another Claans pool of Claan dice.

## GREATER MONITOR NETWORK INSIGHTS POTION

**Cost: 8D20** One use only. Copy 20 random dice from another Claans pool of Claan dice.

## SUPERIOR MONITOR NETWORK INSIGHTS POTION

**Cost: 12D20** One use only. Copy all dice from another Claans pool of Claan dice.

## AZURE SENTINEL OINTMENT

**Cost: 3D20** One use only. Negate the effects on one effect suffered due to wild magic.