[Magna Defender]:: {

[stats]::{ Type: , Rarity: , [meta-data]:

[aynu-game-things]

[game-dev-things]:: Can be used to protect an item from any adverse, bad, undesireable, destructive, corrosive, changing, or anything else you don't want done to the target.

[Game-things]:: Prevents an item/Rygel/thing from being stolen, destroyed, lost, or any other effect the owner does not approve.

[aynu-things]::

}