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## MitCs big book of items

In creating these items I did not explain what they look like I leave that up to you as the player or gm, use your imagination, just cause you have a pillow sword doesn't mean it can't be a gleaming silver sword in-lade with gold spirals across the razor sharp edge of the blade and a black metal handle wrapped in leather with a blood red ruby at its tip, in your imagination.

The only perquisite I put I the items is level but this is like the rest of the rules is not a hard and fast rule and may be thrown out as the GM wishes.

### Powers

There is no mystical energy that gives you power in this world, no magical words that can be spoken, no omnipotent being giving you unnatural power, in fact there is no magic at all in a world of dreams and nightmares (dream scape), although it may seem magical to you it is only your imagination. Your imagination is what powers this world, and you, if ever you were made to doubt what and who you are in the dream scape, your powers would fade and be lost to you. The only reason your powers work is because you and those with you imagine they do, you believe you are a warrior, a ninja a teacher or whatever so strongly that it becomes reality in the dream scape. That all there is, no magic, no mystical energies just your imagination made real.

### Powers

Powers highlighted in green can be used as many times during a Battle as you have attack actions. Some powers, tricks or classes allow you to use more than one power in a turn but this is not usually the case.

### Battle Powers

Battle powers are usually highlighted in Yellow. These powers work just like green powers but can only be used once per Battle (battle). You can regain these powers after each Battle if you have a short rest (5 to 10 minutes) between battles.

### Daily Powers

Daily powers are usually highlighted in red. These powers work just like the green and yellow powers but can only be used once per day. You will not regain these powers unless you sleep for at least six hours. Some powers, tricks, and classes give you the ability to regain these powers faster, such as the Pine Tree race which only requires two hours of sleep to regain daily powers.

### Gear

When you create a 1st-level character, you start with basic clothing 20 gold leaf to spend on adventuring gear, also you may choose any one item from the MitC's book of items that is 2 levels higher than your character, one item that is 1 level higher, and two items that are the same as your characters level. As you go up in level, you will acquire more and more gold leaf which you can then use to buy more items

## Standard Adventurer's Kit

You're assumed to start with basic clothing, and before your first adventure, you should equip yourself with weapons, armor, and other gear.

**Standard Kit:** a backpack, a sleeping bag, a belt pouch, one flash light with two batteries, 50 feet of rope, and a lunch box.

**Ammunition:** rubber bands come in a ball that holds thirty, imaginary finger bullets come in an imaginary case that holds ten, darts come in a case of 20 and rocks come in a pouch that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

**Climber's Kit:** a grappling hook with 50 feet of rope. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing.

**Cookies:** These cookies provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. And you'll never get sick from eating too many! Heals 5 HP when eaten, one time use.

**Ever Glowing Stixs:** This torch never stops burning. Break it and shake it. It sheds light but no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it. Lights 10 Squares.

**Flash Light with two Batteries:** Its dark in the dungeons of the nightmares you're going to need some light. Lights 4 squares, batteries last for one dungeon.

**Your little Sisters Plastic Keys:** To use the Lock Pick skill properly, you need some plastic keys. Plastic Keys grant a +2 bonus to open a lock or to disarm a trap.

Items	Price
Ammunition	1
Beebes (10)	5
Cardboard arrows (10)	5
Darts (20)	1

Imaginary finger bullets(10)	1
Legos (5)	5
Nerf Darts (20)	5
Peas (20)	5
Rocks (20)	1
Rubber band ball (30)	1
Water bottle (20)	1
Standard Kit	15
Backpack	6
Sleeping bag	4
Belt pouch,	1
Flash Light	1
Batteries (2)	1
Rope (50')	1
Lunch box	2
Climbers kit	2
Grappling hook	1
Rope (50')	1
Cookies	1
Ever glowing stix(1)	50
Plastic Keys (1)	20
Tent	10

## Basic Armor

**Armor Bonus:** Armor provides this bonus to AC.

**Shield Bonus:** Shields provide this bonus to AC defense

Level	Name	Armor Bonus	Movement Penalty	Price	Type
1	House Robe Armor	0	+1	1	Light
1	Bubble Rap Armor	1	0	25	Light
1	Leafy Armor	1	0	30	Light
1	Blanket Armor	1	0	30	Light
1	Paper Bag Armor	2	0	40	Light
1	Paper Plate Armor	3	0	45	Light
1	Quilt Armor	3	0	45	Medium
1	Stick Armor	3	0	45	Medium
1	Plastic Toy Armor	4	0	50	Medium
1	Pillow Armor	4	0	50	Medium
1	Plastic Plate Armor	5	0	55	Medium
1	Pots and Pans Armor	5	-2	55	Heavy
1	Foot Ball Armor	5	-1	60	Medium
1	Bark Armor	6	-1	65	Heavy
2	Cardboard Armor	6	-1	70	Heavy
2	Paper Clip Chain Mail	8	-1	80	Heavy
5	Imaginary Armor	14	0	100	Any

  

Level	Shields	Shield Bonus	Price	Type
1	Leafy Shield	1	10	Light
1	Pillow Shield	1	25	Heavy
1	Bark Shield	2	30	Medium
2	Cardboard Shield	2	40	Heavy

## Basic Weapons

### Liked and disliked weapons

When you dislike a weapon this means you take a -2 attack power when using it, if a weapon is not mentioned as liked or disliked this means you don't really like to use it but will -1 attack power when using those weapons. When you like a weapon this means you don't take any penalty for using it.

Level		Name	Dam age	Ran ge	Price	Cri tical Ra ng e	Damag e Multipl ier	Han ds	Type
1		Unarm ed	1d4		N/a	20	x1.5	2	Melee
1		Rubber Dagger (S)	1d4	8	1LF	20	x1.5	1	Melee/R ranged
1		Stick Dagger	1d4		10 LF	20	X1.5	1	Melee
1		Single Band Rubber Band Gun	1d6	15	20LF	20	x1.5	1	Ranged
1		Leafy Staff	1d8		25LF	20	x2	2	Melee
1		Water Gun	1d6	10	20LF	20	x1.5	1	Ranged
1		Sling Shot	1d6	15	20LF	20	x2	2	Ranged
1		Plastic Dagger	1d4		20 LF	19 , 20	X1.5	1	Melee
1		Ruler Sword	1d6		20LF	20	x1.5	1	Melee
1		Single Barrel Finger Gun	1d8	20	25LF	20	X1.5	1	Ranged
1		Sock Non-chucks	1d6		20LF	20	X1.5	1	Melee
1		Cardbo ard Tube Staff	1d8		25LF	20	x2	2	Melee
1		Cardbo ard Tub Bow	1d8	10	25	20	x1.5	2	Ranged
2		Padaw ans Light Saber	1d8		30 LF	19 , 20	x2	1	Melee
2		Stuffed Animal Mace	1d8		30LF	20	x2	1	Melee
2		Towel Whip	1d6		30LF	20	X1.5	1	Melee
2		Foot Ball	1d6	10	30LF	20	x2	1	Melee/R ranged
2		Pillow Sword	1d6		30LF	19 , 20	X1.5	1	Melee
2		Pillow Throwi ng Star	1d6	6	30LF	20	x2	1	Ranged
2		Card Board Tube Small Sword	1d6		30LF	19 , 20	X1.5	1	Melee
2		Card Board Tube Sword	1d8		35LF	20	x2	2	Melee
2		Pillow Mace	2d6		55LF	20	x3	2	Melee
2		Cardbo ard Tube	1d10	10	55LF	20	x2	2	Ranged

		Dart Gun							
2		Pillow Warha mmer	1d8		50LF	20	x3	2	Melee
2		Card Board Tube Claymo re	1d8		50LF	20	x3	2	Melee
2		Light Saber	1d8		100LF	19 , 20	x3	1	Melee
2		Double Barrel Finger Gun	2d6	20	100LF	20	x2	1	Ranged
2		Butterf ly Sword	2d6		100LF	19 , 20	X2	1	Melee
2		Double Band Rubber band Gun	2d6	15	100LF	20	x2	2	Ranged
2		Gun Hamm er	2d6	10	100LF	20	x1.5ra nged x2 melee	1	Melee/R ranged
2		Stick Dagger	1d4		50	20	x1.5	1	Melee
2		Pea Shoote r	1d6	8	50 0	20	x1.5	1	Range
2		Fly swatte r	1d8		50 0	20	x1.5	1	Melee
2		Stick sword	1d6		50 0	19,20	x1.5	1	Melee
2		Nerf gun	1d6	6	50 0	20	x1.5	1	Range
2		Princes s scepte r	1d6		50 0	19,20	x1.5	1	Melee
2		Racket sword	1d6		50 0	19,20	x1.5	2	Melee
2		Super soaker shot wave	1d6	5	50 0	20	x2	1	Range
2		Gym Sock non-chucks	1d8		50 0	20	x1.5	1	Melee
2		Plastic Sword	1d6		50 0	19,20	x1.5	1	Melee
2		Nerf micro blaster	1d6	6	50 0	20	x1.5	1	Range
2		News Paper Staff	1d8		50 0	20	x2	2	Melee
2		Nerf double shot	1d6	6	50 0	20	x2	2	Range
2		Super soaker thunde r storm	1d6	8	50 0	20	x2	2	Range
2		Plastic Axe	1d8		50 0	19,20	x1.5	1	Melee
2		Pike (the fish stick)	1d10		50 0	20	x.2.0	2	Melee
2		Super soaker micro cone	1d4	6	50 0	20	x1.5	1	Range
2		Nerf quick blaster	1d6	6	50 0	20	x1.5	1	Range
2		Plastic non-chucks	1d8		50 0	20	x1.5	1	Melee
2		Nerf	1d10	10	55	20	x2	2	Range

		hail fire		0					
2		Newspaper sword	1d8	55 5	19,20	x1.5	1	Melee	
2		Electric fly swatter	1d8	55 5	20	x1.5	1	Melee	
2		Lego Gun	1d6	12	60 0	20	x1.5	1	Range
2		Paper crossbow	1d8	10	60 0	19,20	x2	2	Range
2		Nerf scatter Blaster	1d6	10	60 0	20	x1.5	2	Range
2		Lego Sword	1d8		60 0	19,20	x1.5	1	Melee
3		R/c car	1d8	15	60 0	20	x2	2	Range
3		Plastic maul	1d8		60 0	20	x2	2	Melee
3		Super soaker attic shot	1d6	10	60 0	20	x1.5	1	Range
3		Buzz light year laser	1d8	8	80 0	20	x2	2	Range

3		Lego Light saber	1d8		80 0	19,20	x1.5	1	Melee
3		Nerf air storm bow	1d8	8	80 0	20	x2	2	Range
3		Super soaker switch shot	1d8	10	80 0	20	x2	2	Range
4		Foam first of the hulk	2d6		10 00	20	x2	2	Melee
4		Water balloons (5)	2d4	4	50 0	20	x1.5	1	Range
4		Giant Sling Shot	2d8	12	10 00	20	x2.5	3	Range
4		Beebe Gun	1d10	10	10 00	20	x2	2	Range
4		Lego Staff	1d8		10 00	20	x2	2	Melee
4		Light up ray gun	1d10	10	10 00	20	x1.5	1	Range

## Armor

### Minor Armor

Level	Name	Price	Movement Penalty	Armor bonus	Type
1	House Robe Armor +1	80	+1	0	light
1	News Paper armor +1	220	+1	1	Light
1	Toilet paper armor +1	250	+1	1	Light
1	Pillow Case Armor +1	260	+1	1	light
1	Sheet Armor +1	270	+1	1	light
1	Jaw Breaker Armor +1	280	-1	5	Heavy
1	Bubble gum Armor +1	280	0	3	Medium
1	Leafy Armor +1	360	0	1	light
1	Quilted Armor +1	370	0	3	Medium
1	Blanket armor +1	400	0	2	Medium
1	Stick Armor +1	450	0	3	Medium
2	Paper Bag Armor +1	520	0	2	Light
2	Plastic Toy Armor +1	520	0	4	Medium
2	Pots and Pans Armor +1	520	-1	5	Heavy
2	Pillow Armor +1	550	0	4	Medium
2	Paper Plate Armor +1	575	0	3	Light
3	Foot Ball Armor +1	600	0	5	Medium
3	Bark Armor +1	600	-1	6	Heavy
3	Cardboard Armor +1	600	-1	6	Heavy

3	Paper Clip Chain Mail Armor +1	700	-1	8	Heavy
3	Suit and tie of armor +1	750	0	3	Light
3	Lego Armor +1	800	-2	10	Heavy
3	Plastic Plate Mail +1	900	0	5	Medium
4	News Paper armor +2	920	+1	1	Light
4	Toilet paper armor +2	950	+1	1	Light
4	Pillow Case Armor +2	260	+1	1	light
4	Sheet Armor +2	270	+1	1	light
4	Jaw Breaker Armor +2	280	-1	5	Heavy
4	Bubble gum Armor +2	280	0	3	Medium
4	Leafy Armor +2	960	0	1	light
4	Quilted Armor +2	1000	0	3	Medium
4	Blanket armor +2	1000	0	2	Medium
4	Stick Armor +2	1000	0	3	Medium
4	Paper Bag Armor +2	1000	0	2	Light
4	Plastic Toy Armor +2	1000	0	4	Medium
5	Pots and Pans Armor +2	1000	-1	5	Heavy
5	Pillow Armor +2	1000	0	4	Medium
6	Paper Plate Armor +2	1000	0	3	Light
6	Foot Ball Armor +2	1000	0	5	Medium
6	Bark Armor +2	1000	-1	6	Heavy
6	Paper Clip Chain Mail	1000	-1	8	Heavy

	Armor + 2				
6	Cardboard Armor +2	1000	-1	6	Heavy
6	Suit and tie of armor +2	1050	0	3	Light
6	Lego Armor +2	1100	-2	10	Heavy
6	Plastic Plate Mail + 2	1200	0	5	Medium

## Greater Armor

Level	Name	Price	Movement Penalty	Armor bonus	Type
7	News Paper armor +3	1800	+1	1	Light
7	Toilet paper armor +3	1800	+1	1	Light
7	Pillow Case Armor +3	1850	+1	1	light
7	Sheet Armor +3	1855	+1	1	light
7	Jaw Breaker Armor +3	1950	-1	5	Heavy
7	Bubble gum Armor +3	1950	0	3	Medium
7	Leafy Armor +3	2000	0	1	light
7	Quilted Armor +3	2200	0	3	Medium
7	Blanket armor +3	2250	0	2	Medium
8	Stick Armor +3	2300	0	3	Medium
8	Paper Bag Armor +3	2500	0	2	Light
8	Plastic Toy Armor +3	2500	0	4	Medium
8	Pots and Pans Armor +3	2500	-1	5	Heavy
8	Pillow Armor +3	2500	0	4	Medium
8	Paper Plate Armor +3	2575	0	3	Light
10	Foot Ball Armor +3	3000	0	5	Medium
10	Bark Armor +3	3000	-1	6	Heavy
10	Paper Clip Chain Mail Armor + 3	3000	-1	8	Heavy
10	Cardboard Armor +3	3000	-1	6	Heavy
10	Thor Pajamas +3	10000	0	8	Any
10	Spiderman Pajamas +3	10000	0	8	Any
10	Hulk Pajamas +3	10000	0	8	Any
10	Superman Pajamas +3	1000	0	8	Any
10	Suit and tie of armor +3	3500	0	3	Light
10	Lego Armor +3	3800	-2	10	Heavy
10	Plastic Plate Mail + 3	5000	0	5	Medium
11	House Robe Armor +4	5000	+1	0	Any
11	News Paper armor +4	5000	+1	1	Light
11	Toilet paper armor +4	5000	+1	1	Light
11	Pillow Case Armor +4	5100	+1	1	light
11	Sheet Armor +4	5100	+1	1	light
11	Jaw Breaker Armor +4	5150	-1	5	Heavy
11	Bubble gum Armor +4	5150	0	3	Medium
12	Leafy Armor +4	5200	0	1	Light
12	Quilted Armor +4	5200	0	3	Medium
12	Blanket armor +4	5200	0	2	Medium
12	Stick armor +4	5200	0	3	Medium
12	Paper Bag Armor +4	5250	0	2	Light
12	Plastic Toy Armor +4	6000	0	4	Medium
12	Pillow Armor +4	6250	0	4	Medium
12	Paper Plate Armor +4	6500	0	3	Light
12	Pots and Pans Armor +4	8000	-2	5	Heavy
13	Foot Ball Armor +4	8200	-1	5	Heavy
13	Bark Armor +4	8400	-1	6	Heavy
13	Cardboard Armor +4	9000	-1	6	Heavy
13	Paper Clip Chain Mail +4	9520	-1	8	Heavy
14	Suit and tie of armor +4	9800	0	3	Light
14	Lego Armor +4	9800	-2	10	Heavy
14	Plastic Plate Mail + 4	10000	0	5	Medium

<b>15</b>	Coat of arms	15000	-1	8	Light
<b>15</b>	Captains armor	18000	-1	10	Medium
<b>Name</b>	<b>Enhancement</b>	<b>Power/properties</b>			
House Robe Armor	AC	NONE			
News Paper armor	AC	Property: +1 Intelligence Level 4 +2 Intelligence Level 7 +3 Intelligence Level 11 +4 Intelligence			
Toilet paper armor	AC	Property: Resist water 1 Level 4 Resist water 2 Level 7 Resist water 3 Level 11 Resist water 5			
Pillow Case Armor	AC	Battel Power: Hop: you may hop a number of squares equal the level of the armor, in addition you are not slowed by difficult terrain until the end of the battle.			
Sheet Armor	AC	Property: can also be wrapped around the head, arms and feet providing a +1 AC bonus for each item slot it holds, excluding the armor slot.			
Jaw Breaker Armor	AC	Daily Power: once per day you may move your AC bonus, from this armor, and add its bonus to your Fort until the end of the battle.			
Bubble gum Armor	AC, or Fort	Battle Power: Sticky, Reaction, Trigger: whenever you are hit by a melee attack. Effect: if posable the attacker loses the use of the weapon that hit you (save ends).			
Leafy Armor	AC	Property: Add 1 square to your maximum movement level 4 Add 2 square to your maximum movement level 7 Add 3 square to your maximum movement Level 12 Add 4 squares to your movement			
Quilt Armor	AC	Power: Once per day whenever you fail a sneak check you may re-roll with a +1 to your sneak level 4 Once per day whenever you fail a sneak check you may re-roll with a +2 to your sneak Level 7 Once per day whenever you fail a sneak check you may re-roll with a +3 to your sneak Level 12 Once per day whenever you fail a sneak check you may re-roll with a +4 to your sneak			
Blanket armor	AC	Power Hide: once per day you may use this power to hide, you count as rolling a 6+skill on your sneak check Level 4 Hide: once per day you may use this power to hide, you count as rolling a 8+skill on your sneak check Level 7 Hide: once per day you may use this power to hide, you count as rolling a 10+skill on your sneak check Level 12 Hide: once per day you may use this power to hide, you count as being invisible until the end of your next turn.			
Stick Armor	AC	Power: Once per Battle whenever you make a successful ranged attack you may do an extra 2 damage. Level 4 Once per Battle whenever you make a successful ranged attack you may do an extra 5 damage. Level 8 Once per Battle whenever you make a successful ranged attack you may do an extra 9 damage. Level 12 Once per Battle whenever you make a successful ranged attack you may do an extra 12 damage.			
Paper Bag Armor	AC	Power: Once per Battle you may gain a +2 power bonus to movement until the end of your next turn. Level 4 Once per Battle you may gain a +3 power bonus to movement until the end of your next turn. Level 8 Once per Battle you may gain a +4 power bonus to movement until the end of your next turn. Level 12 +4 charisma			
Plastic Toy Armor	AC	Properties: Gain a +1 attack when you are weakened Level 4 Gain a +2 attack when you are weakened Level 8 Gain a +4 attack when you are weakened Level 12 Gain a +6 attack when you are weakened			
Pots and Pans Armor	AC	Power Daily: Gain a +2 power bonus to AC until the end of the Battle. Each time an attack hits			

## Epic Armor

Level	Name	Price	Movement Penalty	Armor bonus	Type
14	Imaginary Armor	15000	0	14	Any
15	Princess dress	15000	0	4	Light

		your AC, reduce this bonus by 1 (minimum 0). Level 5 Gain a +3 power bonus to AC until the end of the Battle. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). Level 8 Gain a +4 power bonus to AC until the end of the Battle. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0). Level 12 Gain a +5 power bonus to AC until the end of the Battle. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).
Pillow Armor	AC	Property: Gain an item bonus to Stealth checks equal to the armor's enhancement bonus.
Paper Plate Armor	AC	Power: Immediate interrupt once per day you may use a plate on the armor as a shield against projectiles, you gain a + 2 to your AC against ranged attacks until the end of your net turn. Level 6 Power: Immediate interrupt once per day you may use a plate on the armor as a shield against projectiles, you gain a + 4 to your AC against ranged attacks until the end of your net turn. Level 8 Power: Immediate interrupt once per day you may use a plate on the armor as a shield against projectiles, you gain a + 6 to your AC against ranged attacks until the end of your net turn. Level 12 Power: Immediate interrupt once per day you may use a plate on the armor as a shield against projectiles, you gain a + 8 to your AC against ranged attacks until the end of your net turn.
Foot Ball Armor	AC	Property: Gain a +2 bonus to AC against the first attack made against you in each Battle. Level 6 Gain a +3 bonus to AC against the first attack made against you in each Battle. Level 10 Gain a +4 bonus to AC against the first attack made against you in each Battle. Level 13 Gain a +5 bonus to AC against the first attack made against you in each Battle
Bark Armor	AC	Properties: Gain +1 to AC when weakened level 6 Gain +2 to AC when weakened level 10 Gain +3 to AC when weakened Level 13 Gain +4 to AC when weakened
Paper Clip Chain Mail	AC	Property: When an enemy scores a melee critical hit against you, that enemy takes 1d10 damage. Level 6 When an enemy scores a melee critical hit against you, that enemy takes 1d12 damage. Level 10 When an enemy scores a melee critical hit against you, that enemy takes 2d8 damage. Level 13 When an enemy scores a melee critical hit against you, that enemy takes 2d10 damage.
Cardboard Armor	AC	Property: when you are weakened on gain + 2 attack power. Level 6 when you are weakened on gain + 3 attack power. Level 10 when you are weakened on gain + 4 attack power. Level 13 when you are weakened on gain + 5 attack power.
Suit and tie of Armor	AC	Property: + 2 to diplomacy skill Level 6 + 2 to diplomacy and bluff skill Level 10 + 2 to diplomacy, bluff and intimidate skill Level 14 + 3 to diplomacy, bluff and intimidate skill
Lego Armor	AC	Daily Power: Once per day you may gain a +1 bonus to your Will or AC defense. Level 6 Once per day you may gain a +2 bonus to your Will or AC defense. Level 10 Once per day you may gain a +3 bonus to your Will or AC defense. Level 14 Once per day you may gain a +4 bonus to your Will or AC defense.
Plastic Plate Armor	AC	Power: once per battle you may remove a plate and use it as a throwing weapon, attack dex vs. AC, damage 1 and 1 bleeding damage, the target may spend its attack action to remove the plate to stop the bleeding. Level 6: once per battle you may remove a plate and use it as a throwing weapon, attack dex vs. AC, damage 4 and 2 bleeding damage, the target may spend its attack action to remove the plate to stop the bleeding.

		Level 8 once per battle you may remove a plate and use it as a throwing weapon, attack dex vs. AC, damage 8 and 4 bleeding damage, the target may spend its attack action to remove the plate to stop the bleeding. Level 14 once per battle you may remove a plate and use it as a throwing weapon, attack dex vs. AC, damage 10 and 5 bleeding damage, the target may spend its attack action to remove the plate to stop the bleeding.
Thor Pajamas	AC	Power: Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Charisma modifier light damage.
Spiderman Pajamas	AC	Power: Once per Battle when you hit a monster with an attack you may slow tier 1, 2 or 3 one enemy.
Hulk Pajamas	AC	Property: Whenever an enemy scores a hit against you, you gain HP regeneration 5 and gain +3 Attack power bonus until the end of the Battle.
Superman Pajamas	AC	Property: You have a fly movement equal to your movement. You also gain a +2 Strength item bonus.
Imaginary Armor	AC	Use this power when an enemy hits you with an attack. You deal 2d10 Imaginary damage.
Princess dress	AC	Once per day you may gain a +4 power attack bonus until the end of the Battle
Coat of arms	AC	Gain 2 extra hands, these hands can only use weapons for basic attacks, they do not grant powers, or specials gained from items held.
Captains armor	AC	+2 to your wisdom, charisma, and strength

## Armor Sets

Armor sets are very rare relics of legendary heroes of old. Armor sets take up the chest, arms, legs, and feet slots.

Level	Name	Price	Movement Penalty	Armor bonus	Type
10	Cowboy	10,000	0	2	Light
10	Earth	10,000	-1	9	Heavy
10	FPS	10,000	0	2	Light
10	Gravity	10,000	0	6	Medium
10	Hero	10,000	0	2	Light
10	Hunter	10,000	0	2	Light
10	Jedi	10,000	+1	1	Light
10	Lighting	10,000	0	2	Light
10	Ninja	10,000	0	2	Light
10	Parent	10,000	-1	9	Heavy
10	Pirate	10,000	0	3	Light
10	Shifter	10,000	0	3	Light
10	Spy	10,000	0	3	Light
10	Teacher	10,000	+1	1	Light
10	Time	10,000	+1	1	Light
10	Warrior	10,000	-2	11	Heavy
10	Water	10,000	0	6	Medium

Name	Bonus	Power/properties
Cowboy		
Earth		
FPS		
Gravity		
Hero		
Hunter		
Jedi		
Lighting		
Ninja		
Parent		
Pirate		
Shifter		
Spy		
Teacher		
Time		
Warrior		
Water		

## Enhanced Weapons

When you equip an enhanced weapon for the first time you may choose to use the weapons enhancement as a bonus to your damage, attack power or level for a power of your choice, in any case once you choose the enhancement type it cannot be changed, even if it is given to another player

### Thrown Weapons

Level	Name	Damage	Damage type	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
1	Wooden Dagger +1	1d4	Piercing	6	50	20	X1.5	1	Piercing 1	Thrown/Melee
2	Rubber Dagger +1	1d4	Piercing	6	50	19,20	x1.5	1	Piercing 1	Thrown/Melee
2	Stick Dagger +1	1d4	Piercing	6	300	20	X1.5	1	Mass Critical	Thrown/Melee
2	Plastic Dagger +1	1d4	Piercing	6	300	19, 20	X1.5	1	Mass Critical	Thrown/Melee
2	Playing Cards +1	1d4	Piercing	6	350	19,20	x1.5	1	Piercing 1	Thrown
2	Foot Ball +1	1d6	Blunt	6	400	20	x2	1	Healing 1	Thrown/Melee
2	Pillow Throwing Star +1	1d6	Piercing	6	400	20	x2	1	Healing 1	Thrown/Melee
3	Wooden Dagger +2	1d4	Piercing	6	100	20	X1.5	1	Piercing 3	Thrown/Melee
4	Rubber Dagger +2	1d4	Piercing	6	100	19,20	x1.5	1	Piercing 3	Thrown/Melee
4	Stick Dagger +2	1d4	Piercing	6	600	20	X1.5	1	Mass Critical	Thrown/Melee
5	Plastic Dagger +2	1d4	Piercing	6	600	19, 20	X1.5	1	Mass Critical	Thrown/Melee
5	Playing Cards +2	1d4	Piercing	6	700	19,20	x1.5	1	Piercing 3	Thrown
5	Foot Ball +2	1d6	Blunt	6	800	20	x2	1	Healing 3	Thrown/Melee
5	Pillow Throwing Star +2	1d6	Piercing	6	800	20	x2	1	Healing 3	Thrown/Melee
6	Wooden Dagger +3	2d4	Piercing	6	200	20	x1.5	1	Piercing 5	Thrown/Melee
7	Rubber Dagger +3	2d4	Piercing	6	200	19,20	x1.5	1	Piercing 5	Thrown/Melee
7	Stick Dagger +3	2d4	Piercing	6	1200	20	x1.5	1	Mass Critical	Thrown/Melee
7	Plastic Dagger +3	2d4	Piercing	6	1200	19, 20	x1.5	1	Mass Critical	Thrown/Melee
7	Playing Cards +3	2d4	Piercing	6	1600	19,20	x1.5	1	Piercing 5	Thrown
8	Foot Ball +3	2d6	Blunt	6	1600	20	x2	1	Healing 5	Thrown/Melee
8	Pillow Throwing Star +3	2d6	Piercing	6	1600	20	x2	1	Healing 5	Thrown/Melee
9	Wooden Dagger +4	2d4	Piercing	6	400	20	x1.5	1	Piercing 7	Thrown/Melee
10	Rubber Dagger +4	2d4	Piercing	6	400	19,20	x1.5	1	Piercing 7	Thrown/Melee
10	Stick Dagger +4	2d4	Piercing	6	2400	20	x1.5	1	Mass Critical	Thrown/Melee
10	Plastic Dagger +4	2d4	Piercing	6	2400	19, 20	x1.5	1	Mass Critical	Thrown/Melee
10	Playing Cards +4	2d4	Piercing	6	2800	19,20	x1.5	1	Piercing 7	Thrown
11	Foot Ball +4	2d6	Blunt	6	3200	20	x2	1	Healing 7	Thrown/Melee
11	Pillow Throwing Star +4	2d6	Piercing	6	3200	20	x2	1	Healing 7	Thrown/Melee
14	Wooden Dagger +5	2d4	Piercing	6	800	20	x1.5	1	Piercing 10	Thrown/Melee
14	Rubber Dagger +5	2d4	Piercing	6	800	19,20	x1.5	1	Piercing 10	Thrown/Melee
14	Stick Dagger +5	2d4	Piercing	6	4800	20	x1.5	1	Mass Critical	Thrown/Melee
15	Plastic Dagger +5	2d4	Piercing	6	5400	19, 20	x1.5	1	Mass Critical	Thrown/Melee
15	Playing Cards +5	2d4	Piercing	6	6000	19,20	x1.5	1	Piercing 10	Thrown
15	Foot Ball +5	2d6 1d4	Blunt	6	6400	20	x2	1	Healing 10	Thrown/Melee
15	Pillow Throwing Star +5	2d6 1d4	Piercing	6	6400	20	x2	1	Healing 10	Thrown/Melee
16	Imaginary Dagger +5	3d4	Piercing	6	18500	19, 20	x2	1	Piercing 10 Splash 10	Melee
20	Uber Imaginary Dagger +6	3d4	Piercing	6	26000	19, 20	x2	1	Piercing 10 Splash 10 Healing 10	Thrown/Melee

## SWORDS

### Two Handed

Level	Name	Damage	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
2	Card Board Tube Sword +1	1d8	1	400	20	x2	2	Healing 1	Melee
2	Card Board Tube Claymore +1	1d8	1	500	20	x2	2	Brutal 1	Melee
2	Racket sword +1	1d8	1	700	20	x2	2	Shielding 1	Melee
2	Gun Sword +1	1d8/1d6	1/6	700	19, 20	X 1.5	2	Splash 1	Melee/Ranged
3	Paired lightsabers +1	1d10	1	700	19,20	X1.5	2	Versatile	Melee
3	Giant Pixy-Stick +1	1d8	1	700	20	X2	2	Edible	Melee
3	Double bladed light saber +1	1d8	1	700	19,20	X1.5	2	Piercing 1	Melee
5	Card Board Tube Sword +2	1d8	1	800	20	x2	2	Healing 3	Melee
5	Card Board Tube Claymore +2	1d8	1	1000	20	x2	2	Brutal 1	Melee
6	Racket sword +2	1d8	1	1400	20	x2	2	Shielding 3	Melee
6	Gun Sword +2	1d8/1d6	1/6	1400	19, 20	X 1.5	2	Splash 3	Melee/Ranged
6	Paired lightsabers +2	1d10	1	1450	19,20	X1.5	2	Versatile	Melee
6	Giant Pixy-Stick +2	1d8	1	1450	20	X2	2	Edible	Melee
7	Double bladed light saber +2	1d8	1	1500	19,20	X1.5	2	Piercing 3	Melee
8	Card Board Tube Sword +3	2d8	1	1600	20	x2	2	Healing 5	Melee
8	Card Board Tube Claymore +3	2d8	1	2000	20	x2	2	Brutal 2	Melee
8	Racket sword +3	2d8	1	2800	20	x2	2	Shielding 5	Melee

8	Gun Sword +3	2d8/1d6	1/6	2900	19, 20	X 1.5	2	Splash 5	Melee/Ranged
8	Giant Pixy-Stick +3	2d8	1	2900	20	X2	2	Edible	Melee
8	Paired lightsabers +3	2d10	1	2900	19,20	X1.5	2	Versatile	Melee
10	Double bladed light saber +3	2d8	1	3000	19,20	X1.5	2	Piercing 5	Melee
11	Card Board Tube Sword +4	2d8	1	3200	20	x2	2	Healing 7	Melee
11	Card Board Tube Claymore +4	2d8	1	4000	20	x2	2		Melee
								Brutal 2	
12	Racket sword +4	2d8	1	5600	20	x2	2	Shielding 7	Melee
12	Gun Sword +4	2d8/2d6	1/6	5600	19, 20	X 1.5	2	Splash 7	Melee/Ranged
12	Giant Pixy-Stick +4	2d8	1	5600	20	X2	2	Edible	Melee
12	Paired lightsabers +4	2d10	1	5650	19,20	X1.5	2	Versatile	Melee
13	Double bladed light saber +4	2d8	1	5700	19,20	X1.5	2	Piercing 7	Melee
15	Card Board Tube Sword +5	2d8	1	6400	20	x2	2	Healing 10	Melee
15	Card Board Tube Claymore +5	2d8	1	8000	20	x2	2		Melee
								Brutal 3	
15	Racket sword +5	3d6	1	11200	20	x2	2	Shielding 10	Melee
15	Gun Sword +5	3d8/2d6	1/6	11300	19, 20	x1.5	2	Splash 10	Melee/Ranged
15	Giant Pixy-Stick +5	3d6	1	11300	20	X2	2	Edible	Melee
15	Paired lightsabers +5	3d12	1	11350	19,20	x1.5	2	Versatile	Melee
15	Double bladed light saber +5	3d6	1	11500	19,20	x1.5	2	Piercing 10	Melee
18	Imaginary Claymore +5	2d8	1	21000	20	x2	2	Piercing 10	Melee
								Shielding 10	
18	Uber Imaginary Gun Sword +6	3d8/3d6	1/6	24000	19, 20	x1.5	1or2	Splash 10	Melee/Ranged
20	Uber Imaginary Claymore +6	2d8	1	30000	20	x3	2	Piercing 10	Melee
								Splash 10	
								Healing 10	

## One Handed

Level	Name	Damage	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
1	Wooden Sword +1	1d6	1	250	19,20	x1.5	1	Mass Critical	Melee
2	Ruler Sword +1	1d6	1	300	19,20	x1.5	1	Piercing 1	Melee
2	Padawans Light Saber +1	1d6	1	400	20	x 2	1	.	Melee
								Vorpal 1	
2	Pillow Sword +1	1d6	1	400	19,20	x1.5	1	Mass Critical	Melee
2	Card Board Tube Small Sword +1	1d6	1	400	19,20	x1.5	1	Mass Critical	Melee
2	Butterfly Sword +1	1d6	1	600	19, 20	x1.5	1	Healing 1	Melee
2	Plastic Sword +1	1d6	1	800	19,20	x1.5	1	Mass Critical	Melee
3	Newspaper sword +1	1d6	1	900	19,20	x1.5	1	Shielding 1	Melee
3	Lego Sword +1	1d6	1	1000	19,20	x1.5	1	Piercing 1	Melee
3	Lego Light saber +1	1d6	1	1000	20	x 2	1	Piercing 1	Melee
4	Wooden Sword +2	1d6	1	500	19,20	x1.5	1	Mass Critical	Melee
5	Ruler Sword +2	1d6	1	600	19,20	x1.5	1	Piercing 3	Melee
5	Padawans Light Saber +2	1d6	1	800	20	x 2	1	.	Melee
								Vorpal 3	
5	Pillow Sword +2	1d6	1	800	19,20	x1.5	1	Mass Critical	Melee
5	Card Board Tube Small Sword +2	1d6	1	800	19,20	x1.5	1	Mass Critical	Melee
5	Light Saber +2	1d6	1	1000	19,20	x1.5	1	Piercing 3	Melee
5	Butterfly Sword +2	1d6	1	1200	19, 20	x1.5	1	Healing 3	Melee
5	Stick sword +2	1d6	1	1400	19,20	x1.5	1	Piercing 3	Melee
6	Plastic Sword +2	1d6	1	1600	19,20	x1.5	1	Mass Critical	Melee
6	Newspaper sword +2	1d6	1	1800	19,20	x1.5	1	Shielding 3	Melee
6	Electric fly swatter +2	1d6	1	1800	19,20	x1.5	1	Piercing 3	Melee
6	Lego Sword +2	1d6	1	2000	19,20	x1.5	1	Piercing 3	Melee
6	Lego Light saber +2	1d6	1	2000	20	x 2	1	Piercing 1	Melee

Level	Name	Damage	Range	Price	Critical Range	Damage multiplier	Hand	Special	Type
6	Wooden Sword +3	1d6	1	1000	19,20	x1.5	1	Mass Critical	Melee
7	Ruler Sword +3	2d6	1	1200	19,20	x1.5	1	Piercing 5	Melee
7	Padawans Light Saber +3	2d6	1	1600	20	x 2	1	.	Melee
								Vorpal 5	
8	Pillow Sword +3	2d6	1	1600	19,20	x1.5	1	Mass Critical	Melee
8	Card Board Tub Small Sword +3	2d6	1	1600	19,20	x1.5	1	Mass Critical	Melee
8	Light Saber +3	2d6	1	2000	20	x 2	1	Piercing 5	Melee
8	Butterfly Sword +3	2d6	1	2400	19, 20	x1.5	1	Healing 5	Melee
8	Plastic Sword +3	2d6	1	3200	19,20	x1.5	1	Mass Critical	Melee
9	Newspaper sword +3	2d6	1	3600	19,20	x1.5	1	Shielding 5	Melee
9	Electric fly swatter +3	2d6	1	3600	19,20	x1.5	1	Piercing 5	Melee
9	Lego Sword +3	2d6	1	4000	19,20	x1.5	1	Piercing 5	Melee
9	Wooden Sword +4	2d6	1	2000	19,20	x1.5	1	Mass Critical	Melee
10	Ruler Sword +4	2d6	1	4400	19,20	x1.5	1	Piercing 7	Melee
11	Padawans Light Saber +4	2d6	1	4400	20	x 2	1	.	Melee
								Vorpal 7	
11	Pillow Sword +4	2d6	1	4400	19,20	x1.5	1	Mass Critical	Melee

11	Card Board Tube Small Sword +4	2d6	1	4400	19,20	x1.5	1	<b>Mass Critical</b>	Melee
11	Light Saber +4	2d6	1	4600	20	x 2	1	<b>Piercing</b> 7	Melee
11	Butterfly Sword +4	2d6	1	4800	19, 20	x1.5	1	<b>Healing</b> 7	Melee
11	Fly swatter +4	2d6	1	5600	19,20	x1.5	1	<b>Healing</b> 7	Melee
11	Stick sword +4	2d6	1	5600	19,20	x1.5	1	<b>Piercing</b> 7	Melee
12	Plastic Sword +4	2d6	1	6400	19,20	x1.5	1	<b>Mass Critical</b>	Melee
13	Newspaper sword +4	2d6	1	7200	19,20	x1.5	1	<b>Shielding</b> 7	Melee
13	Electric fly swatter +4	2d6	1	7200	19,20	x1.5	1	<b>Piercing</b> 7	Melee
13	Lego Sword +4	2d6	1	8000	19,20	x1.5	1	<b>Piercing</b> 7	Melee
13	Lego Light saber +4	2d6	1	8000	20	x 2	1	<b>Piercing</b> 7	Melee

15	Wooden Sword +5	2d6	1	4000	19,20	x1.5	1	<b>Mass Critical</b>	Melee
15	Ruler Sword +5	2d6	1	4800	19,20	x1.5	1	<b>Piercing</b> 10	Melee
15	Padawans Light Saber +5	2d6	1	6400	20	x 2	1	.	Melee
15	Pillow Sword +5	2d6	1	6400	19,20	x1.5	1	<b>Vorpal</b> 10	
15	Card Board Tube Small Sword +5	2d6	1	6400	19,20	x1.5	1	<b>Mass Critical</b>	Melee
15	Light Saber +5	2d6	1	8000	20	x 2	1	<b>Mass Critical</b>	Melee
15	Butterfly Sword +5	2d6	1	9600	19, 20	x1.5	1	<b>Piercing</b> 10	Melee
15	Stick sword +5	2d6	1	11200	19,20	x1.5	1	<b>Healing</b> 10	Melee
15	Plastic Sword +5	2d6	1	12800	19,20	x1.5	1	<b>Mass Critical</b>	Melee
15	Newspaper sword +5	2d6	1	14400	19,20	x1.5	1	<b>Shielding</b> 10	Melee
15	Electric fly swatter +5	2d6	1	14400	19, 20	x1.5	1	<b>Piercing</b> 10	Melee
15	Lego Sword +5	2d6	1	16000	19,20	x1.5	1	<b>Piercing</b> 10	Melee
15	Lego Light saber +5	2d6	1	16000	20	x 2	1	<b>Piercing</b> 10	Melee
18	Imaginary Light Saber +5	2d6	1	20500	20	x 2	1	<b>Piercing</b> 10 <b>Splash</b> 10	Melee
18	Imaginary Sword +5	2d6	1	21000	19,20	x1.5	1	<b>Piercing</b> 10 <b>Shielding</b> 10	Melee

20	Uber Imaginary Light Saber +6	2d6	1	30000	20	x 2	1	<b>Piercing</b> 10 <b>Splash</b> 10 <b>Healing</b> 10	Melee
20	Uber Imaginary Sword +6	2d6	1	31000	19, 20	x1.5	1	<b>Piercing</b> 10 <b>Shielding</b> 10 <b>Healing</b> 10	Melee
20	The One Sword +11	1	1	1, 111,111	1	x1.1	1	<b>The One</b>	Melee

## STAFFS

2	Leafy Staff +1	1d8		300	20	x2	2	<b>Heroic</b> 1	Melee
2	Cardboard Tube Staff +1	1d8		350	20	x2	2	<b>Heroic</b> 1	Melee
3	News Paper Staff +1	1d8		800	20	x2	2	<b>Heroic</b> 1	Melee
3	Pike (the fish stick) +1	1d10		900	20	x2	2	<b>Piercing</b> 1	Melee
4	Lego Staff +1	1d8		1200	20	x2	2	<b>Heroic</b> 1	Melee
4	Leafy Staff +2	1d8		600	20	x2	2	<b>Heroic</b> 1	Melee
5	Cardboard Tube Staff +2	1d8		650	20	x2	2	<b>Heroic</b> 1	Melee
6	News Paper Staff +2	1d8		1600	20	x2	2	<b>Heroic</b> 1	Melee
6	Pike (the fish stick) +2	1d10		1800	20	x2	2	<b>Piercing</b> 3	Melee
7	Lego Staff +2	1d8		2400	20	x2	2	<b>Heroic</b> 1	Melee
7	Leafy Staff +3	1d8		1200	20	x2	2	<b>Heroic</b> 2	Melee
7	Cardboard Tube Staff +3	1d8		1300	20	x2	2	<b>Heroic</b> 2	Melee
8	News Paper Staff +3	1d8		3200	20	x2	2	<b>Heroic</b> 2	Melee
9	Pike (the fish stick) +3	1d10		3600	20	x2	2	<b>Piercing</b> 5	Melee
10	Lego Staff +3	1d8		4400	20	x2	2	<b>Heroic</b> 2	Melee
10	Leafy Staff +4	1d8		2400	20	x2	2	<b>Heroic</b> 2	Melee
10	Cardboard Tube Staff +4	1d8		2600	20	x2	2	<b>Heroic</b> 2	Melee
12	Pike (the fish stick) +4	1d10		7200	20	x2	2	<b>Piercing</b> 7	Melee
13	Lego Staff +4	1d8		8800	20	x2	2	<b>Heroic</b> 2	Melee

14	Leafy Staff +5	1d10		4800	20	x2	2	<b>Heroic</b> 3	Melee
15	Cardboard Tube Staff +5	1d10		5200	20	x2	2	<b>Heroic</b> 3	Melee
15	News Paper Staff +5	2d8		12800	20	x2	2	<b>Heroic</b> 3	Melee
15	Pike (the fish stick) +5	2d8		14400	20	x2	2	<b>Piercing</b> 10	Melee
15	Lego Staff +5	2d8		16800	20	x2	2	<b>Heroic</b> 3	Melee
16	Imaginary Staff +5	2d8		18000	20	x2	2	<b>Heroic</b> 3 <b>Shielding</b> 10	Melee
20	Uber Imaginary Staff +6	2d8		25000	20	x2	2	<b>Heroic</b> 3 <b>Shielding</b> 10 <b>Healing</b> 10	Melee

## HAMMERS MACES AND OTHER BLUNT WEAPONS

### Two Hand

2	Pillow Mace +1	1d8		500	20	x2	2	<b>Brutal 1</b>	Melee
2	Pillow Warhammer +1	1d8		500	20	x2	2	<b>Brutal 1</b>	Melee
3	Plastic maul +1	1d8		1000	20	x2	2	<b>Bleed 1</b>	Melee
4	Pillow Warhammer of incredible softness +1	1d8		1200	20	x3	2	<b>Brutal 1</b>	Melee
5	Pillow Mace +2	1d8		1000	20	x2	2	<b>Brutal 1</b>	Melee
5	Pillow Warhammer +2	1d8		1000	20	x2	2	<b>Brutal 1</b>	Melee
6	Plastic maul +2	1d8		2000	20	x2	2	<b>Bleed 3</b>	Melee
6	Pillow Warhammer of incredible softness +2	1d8		2200	20	x3	2	<b>Brutal 1</b>	Melee
8	Pillow Mace +3	1d8		2000	20	x2	2	<b>Brutal 2</b>	Melee
8	Pillow Warhammer +3	1d8		2000	20	x2	2	<b>Brutal 2</b>	Melee
9	Plastic maul +3	1d8		4000	20	x2	2	<b>Bleed 5</b>	Melee
10	Pillow Warhammer of incredible softness +3	1d8		4400	20	x3	2	<b>Brutal 2</b>	Melee
11	Pillow Mace +4	1d8		4000	20	x2	2	<b>Brutal 2</b>	Melee
11	Pillow Warhammer +4	1d8		4000	20	x2	2	<b>Brutal 2</b>	Melee
13	Plastic maul +4	1d8		8000	20	x2	2	<b>Bleed 7</b>	Melee
14	Pillow Warhammer of incredible softness +4	1d8		8800	20	x3	2	<b>Crushing</b>	Melee

15	Pillow Mace +5	1d8		8000	20	x2	2	<b>Crushing</b>	Melee
15	Pillow Warhammer +5	1d8		8000	20	x2	2	<b>Brutal 3</b>	Melee
15	Plastic maul +5	1d8		16000	20	x2	2	<b>Crushing</b>	Melee
15	Pillow Warhammer of incredible softness +5	1d8		16800	20	x3	2	<b>Brutal 3</b>	Melee
17	Imaginary Warhammer +5	1d8		19500	20	x2	2	<b>Heroic 3</b> <b>Brutal 3</b>	Melee
20	Uber Imaginary Warhammer +6	1d8		28000	20	x2	2	<b>Heroic 3</b> <b>Brutal 3 Healing 10</b>	Melee

### One Hand

2	Sock Non-chucks +1	1d6		350	20	x2	1	<b>Mass Critical</b>	Melee
2	Stuffed Animal Mace +1	1d6		400	20	x2	1	<b>Brutal 1</b>	Melee
2	Towel Whip +1	1d6		400	20	x2	1	<b>Healing 1</b>	Melee
2	Gun Hammer +1	1d6	10	700	20	x1.5ranged x2 melee	1	<b>Brutal 1</b>	Melee/Ranged
2	Princess scepter +1	1d6		700	20	x2	1	<b>Heroic 1</b>	Melee
2	Gym Sock non-chucks +1	1d6		800	20	x2	1	<b>Mass Critical</b>	Melee
3	Plastic non-chucks +1	1d6		900	20	x2	1	<b>Shielding 1</b>	Melee
5	Sock Non-chucks +2	1d6		650	20	x2	1	<b>Mass Critical</b>	Melee
5	Stuffed Animal Mace +2	1d6		800	20	x2	1	<b>Brutal 1</b>	Melee
5	Towel Whip +2	1d6		800	20	x2	1	<b>Healing 3</b>	Melee
5	Gun Hammer +2	1d6	10	1400	20	x1.5ranged x2 melee	1	<b>Brutal 1</b>	Melee/Ranged
6	Princess scepter +2	1d6		1400	20	x2	1	<b>Heroic 3</b>	Melee
6	Gym Sock non-chucks +2	1d6		1600	20	x2	1	<b>Mass Critical</b>	Melee
6	Plastic non-chucks +2	1d6		1800	20	x2	1	<b>Shielding 3</b>	Melee
7	Sock Non-chucks +3	1d6		1300	20	x2	1	<b>Mass Critical</b>	Melee
7	Stuffed Animal Mace +3	1d6		1600	20	x2	1	<b>Brutal 2</b>	Melee
8	Towel Whip +3	1d6		1600	20	x2	1	<b>Healing 5</b>	Melee
8	Gun Hammer +3	1d6	10	2800	20	x1.5ranged x2 melee	1	<b>Brutal 2</b>	Melee/Ranged
8	Princess scepter +3	1d6		2800	20	x2	1	<b>Heroic 2</b>	Melee
8	Gym Sock non-chucks +3	1d6		3200	20	x2	1	<b>Mass Critical</b>	Melee
9	Plastic non-chucks +3	1d6		3600	20	x2	1	<b>Shielding 5</b>	Melee
10	Sock Non-chucks +4	1d6		2600	20	x2	1	<b>Mass Critical</b>	Melee
11	Stuffed Animal Mace +4	1d6		3200	20	x2	1	<b>Brutal 2</b>	Melee
11	Towel Whip +4	1d6		3200	20	x2	1	<b>Healing 7</b>	Melee
11	Gun Hammer +4	1d6	10	5600	20	x1.5ranged x2 melee	1	<b>Brutal 2</b>	Melee/Ranged
12	Princess scepter +4	1d6		5600	20	x2	1	<b>Heroic 2</b>	Melee
12	Gym Sock non-chucks +4	1d6		6400	20	x2	1	<b>Mass Critical</b>	Melee

12	Plastic non-chucks +4	1d6		7200	20	x2	1	Shielding 7		Melee
15	Sock Non-chucks +5	1d6		5200	20	x2	1	Mass Critical		Melee
15	Stuffed Animal Mace +5	1d6		6400	20	x2	1	Brutal 3		Melee
15	Towel Whip +5	1d6		6400	20	x2	1	Healing 10		Melee
15	Princess scepter +5	1d6		11200	20	x2	1	Heroic 3		Melee
15	Gym Sock non-chucks +5	1d6		12800	20	x2	1	Mass Critical		Melee
15	Plastic non-chucks +5	1d6		14400	20	x2	1	Shielding 10		Melee
18	Imaginary Hammer +5	1d6		20000	20	x2	1	Heroic 3 Splash 10		Melee
20	Uber Imaginary Hammer +6	1d6		29000	20	x2	1	Heroic 3 Splash 10 Healing 10		Melee

## AXES

1	Cardboard Axe +1	1d6		500	19,20	x1.5	1	Piercing 1		Melee
3	Plastic Axe +1	1d6		900	19,20	x1.5	1	Shielding 1		Melee
4	Plastic Great Ax +1	1d8		990	19,20	x1.5	2	Splash 1		Melee
4	Cardboard Axe +2	1d6		990	19,20	x1.5	1	Piercing 3		Melee
6	Plastic Axe +2	1d6		1800	19,20	x1.5	1	Shielding 3		Melee
7	Plastic Great Ax +2	1d8		1880	19,20	x1.5	2	Splash 3		Melee
7	Cardboard Axe +3	1d6		1800	19,20	x1.5	1	Piercing 5		Melee
9	Plastic Axe +3	1d6		3600	19,20	x1.5	1	Shielding 5		Melee
10	Plastic Great Ax +3	1d8		3750	19,20	x1.5	2	Splash 5		Melee
10	Cardboard Axe +4	1d6		3800	19,20	x1.5	1	Piercing 7		Melee
12	Plastic Axe +4	1d6		7200	19,20	x1.5	1	Shielding 7		Melee
13	Plastic Great Ax +4	1d8		8000	19,20	x1.5	2	Splash 7		Melee
15	Cardboard Axe +5	1d8		14000	19,20	x1.5	1	Piercing 10		Melee
15	Plastic Axe +5	1d8		14400	19,20	x1.5	1	Shielding 10		Melee
15	Plastic Great Ax +5	1d10		18880	19,20	x1.5	2	Splash 10		Melee
17	Imaginary Axe +5	2d8		19000	19, 20	x1.5	1	Shielding 10 Splash 10		Melee
17	Imaginary Great Ax +5	2d10		19980	19,20	x1.5	2	Splash 10 Piercing 10		Melee
20	Uber Imaginary Axe +6	2d8		27000	19, 20	x1.5	1	Shielding 10 Splash 10 Healing 10		Melee
20	Uber Imaginay Great Ax +6	2d10		28800	20	x1.5	2	Splash 10 Piercing 10 Heroic 3		Melee

## UNARMED

1	Paper Bag Boxing Gloves +1	1d6		900	20	2	2	Shielding 1		Melee
2	Long Tie Knuckles +1	1d6		900	20	2	2	Splash 1		Melee
2	Iron Man Foam Fist +1	1d6		990	20	2	2	Brutal 1		Melee
3	Foam first of the hulk +1	1d6		1000	19, 20	x1.5	2	Brutal 1		Melee
3	Sock gloves of punching +1	1d6		1000	20	2	2	Poison 1		Melee
4	Paper Bag Boxing Gloves +2	1d6		1500	20	2	2	Shielding 3		Melee
4	Long Tie Knuckles +2	1d6		1500	20	2	2	Splash 3		Melee
5	Iron Man Foam Fist +2	1d6		1800	20	2	2	Brutal 1		Melee
6	Foam first of the hulk +2	1d6		2000	19, 20	x1.5	2	Brutal 1		Melee
6	Sock gloves of punching +2	1d6		2100	20	2	2	Poison 3		Melee
7	Paper Bag Boxing Gloves +3	1d6		2500	20	2	2	Shielding 5		Melee
7	Long Tie Knuckles +3	1d6		2500	20	2	2	Splash 5		Melee
8	Iron Man Foam Fist +3	1d6		3000	20	2	2	Brutal 2		Melee
9	Foam first of the hulk +3	1d6		4000	19, 20	1.5	2	Brutal 2		Melee
9	Sock gloves of punching +3	1d6		4500	20	2	2	Poison 5		Melee
10	Paper Bag Boxing Gloves +4	1d6		5000	20	2	2	Shielding 7		Melee
10	Long Tie Knuckles +4	1d6		5000	20	2	2	Splash 7		Melee
11	Iron Man Foam Fist +4	1d6		6000	20	2	2	Brutal 2		Melee
13	Foam first of the hulk +4	1d6		8000	19, 20	1.5	2	Brutal 2		Melee
14	Sock gloves of punching +4	1d6		8500	20	2	2	Poison 7		Melee
15	Paper Bag Boxing Gloves +5	2d6		15000	20	2	2	Shielding 10		Melee
15	Long Tie Knuckles +5	2d6		15000	20	2	2	Splash 10		Melee
15	Iron Man Foam Fist +5	2d6		15000	20	2	2	Brutal 3		Melee
15	Foam first of the hulk +5	2d6		16000	19, 20	1.5	2	Brutal 3		Melee
15	Sock gloves of punching +5	2d6		16500	20	2	2	Poison 10		Melee
17	Imaginary Fists +5	2d8		19000	20	x2	2	Crushing Splash 10		Melee
20	Uber Imarynary Fists +6	2d10		27000	20	x2	2	Shielding 10 Splash 10 Crushing		Melee

# GUNS

## Two Handed

Level	Name	Damage	Damage type	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
2	Sling Shot +1	2d4	Blunt	15	2400	20	x2	2	Piercing 1	Range
2	Cardboard Tube Dart Gun +1	2d4	Piercing	10	500	20	x2	2	Piercing 1	Range
3	Double Band Rubber band Gun +1	2d4	Piercing	15	700	20	x2	2	Brutal 1	Range
3	Sniper Rubber Band Gun +1	1d6	Piercing	20	800	20	x2	2	Sniper 1	Range
3	Nerf double shot +1	1d4	Piercing	6	800	20	x2	2	Double Tap	Range
3	Stick Shotgun +1	1d4	Blunt	4	800	20	X2	2	Double Tap	Range
3	Super soaker thunder storm +1	2d4	Blunt	8	900	20	x2	2	Splash 1	Range
3	Nerf hail fire +1	2d4	Piercing	10	900	20	x2	2	Sniper 1	Range
3	Nerf scatter Blaster +1	2d4	Piercing	10	1000	20	x2	2	Splash 1	Range
3	Buzz light year laser +1	2d4	Piercing	8	1000	20	x2	2	Sniper 1	Range
3	Super soaker switch shot +1	2d4	Blunt	10	1000	20	x2	2	Sniper 1	Range
4	Giant Sling Shot +1	2d4	Blunt	12	1200	20	x2	3	Brutal 1	Range
4	Beebe Gun +1	2d4	Piercing	10	1200	20	x2	2	Sniper 1	Range
5	Sling Shot +2	2d4	Blunt	15	1000	20	x2	2	Piercing 3	Range
5	Cardboard Tube Dart Gun +2	2d4	Piercing	10	1000	20	x2	2	Piercing 3	Range
5	Double Band Rubber band Gun +2	2d4	Piercing	15	1200	20	x2	2	Brutal 1	Range
5	Sniper Rubber Band Gun +2	1d6	Piercing	20	1200	20	x2	2	Sniper 3	Range
6	Nerf double shot +2	1d4	Piercing	6	1600	20	x2	2	Double Tap	Range
6	Stick Shotgun +2	1d4	Blunt	4	1800	20	X2	2	Double Tap	Range
6	Super soaker thunder storm +2	2d4	Blunt	8	1800	20	x2	2	Splash 3	Range
6	Nerf hail fire +2	2d4	Piercing	10	1800	20	x2	2	Sniper 3	Range
6	Nerf scatter Blaster +2	2d4	Piercing	10	2000	20	x2	2	Splash 3	Range
6	Buzz light year laser +2	2d4	Piercing	8	2000	20	x2	2	Sniper 3	Range
6	Super soaker switch shot +2	2d4	Blunt	10	2000	20	x2	2	Sniper 3	Range
6	Giant Sling Shot +2	2d4	Blunt	12	2400	20	2.5	3	Brutal 1	Range
6	Beebe Gun +2	2d4	Piercing	10	2400	20	x2	2	Sniper 3	Range
7	Sling Shot +3	1d6 1d4	Blunt	15	1200	20	x2	2	Piercing 5	Range
8	Cardboard Tube Dart Gun +3	1d6 1d4	Piercing	10	2000	20	x2	2	Piercing 5	Range
8	Double Band Rubber band Gun +3	1d6 1d4	Piercing	15	2400	20	x2	2	Brutal 2	Range
8	Sniper Rubber Band Gun +3	2d6	Piercing	20	3000	20	x2	2	Sniper 5	Range
9	Nerf double shot +3	2d4	Piercing	6	3200	20	x2	2	Double Tap	Range
9	Stick Shotgun +3	2d4	Blunt	4	3600	20	X2	2	Double Tap	Range
9	Super soaker thunder storm +3	1d6 1d4	Blunt	8	3600	20	x2	2	Splash 5	Range
9	Nerf hail fire +3	1d6 1d4	Piercing	10	3600	20	x2	2	Sniper 5	Range
9	Nerf scatter Blaster +3	1d6 1d4	Piercing	10	4000	20	x2	2	Splash 5	Range
9	Buzz light year laser +3	1d6 1d4	Piercing	8	4000	20	x2	2	Sniper 5	Range
9	Super soaker switch shot +3	1d6 1d4	Blunt	10	4000	20	x2	2	Sniper 5	Range
10	Giant Sling Shot +3	1d6 1d4	Blunt	12	4400	20	2.5	3	Brutal 2	Range
10	Beebe Gun +3	1d6 1d4	Piercing	10	4400	20	x2	2	Sniper 5	Range
10	Sling Shot +4	1d6 1d4	Blunt	15	4400	20	x2	2	Piercing 7	Range
11	Cardboard Tube Dart Gun +4	1d6 1d4	Piercing	10	4000	20	x2	2	Piercing 7	Range
11	Double Band Rubber band Gun +4	1d6 1d4	Piercing	15	4800	20	x2	2	Brutal 2	Range
11	Sniper Rubber Band Gun +4	2d6	Piercing	20	6000	20	x2	2	Sniper 7	Range
12	Nerf double shot +4	2d4	Piercing	6	6400	20	x2	2	Double Tap	Range
12	Stick Shotgun +4	2d4	Blunt	4	6400	20	X2	2	Double Tap	Range
12	Super soaker thunder storm +4	1d6 1d4	Blunt	8	6400	20	x2	2	Splash 7	Range
13	Nerf hail fire +4	1d6 1d4	Piercing	10	7200	20	x2	2	Sniper 7	Range
13	Nerf scatter Blaster +4	1d6 1d4	Piercing	10	8000	20	x2	2	Splash 7	Range
13	Buzz light year laser +4	1d6 1d4	Piercing	8	8000	20	x2	2	Sniper 7	Range
13	Super soaker switch shot +4	1d6 1d4	Blunt	10	8000	20	x2	2	Sniper 7	Range
13	Giant Sling Shot +4	1d6 1d4	Blunt	12	8800	20	x2	3	Brutal 2	Range
13	Beebe Gun +4	1d6 1d4	Piercing	10	8800	20	2	2	Sniper 7	Range
14	Sling Shot +5	2d6 1d4	Blunt	15	4800	20	x2	2	Piercing 10	Range
15	Cardboard Tube Dart Gun +5	2d6 1d4	Piercing	10	8000	20	x2	2	Piercing 10	Range
15	Double Band Rubber band Gun +5	2d6 1d4	Piercing	15	9600	20	x2	2	Second Chance	Range
15	Sniper Rubber Band Gun +5	2d6 1d4	Piercing	20	12000	20	x2	2	Sniper 10	Range
15	Nerf double shot +5	3d4	Piercing	6	12800	20	x2	2	Double Tap	Range
15	Stick Shotgun +5	3d4	Blunt	4	12800	20	X2	2	Double Tap	Range
15	Super soaker thunder storm +5	2d6 1d4	Blunt	8	12800	20	x2	2	Splash 10	Range
15	Nerf hail fire +5	2d6 1d4	Piercing	10	14400	20	x2	2	Sniper 10	Range
15	Nerf scatter Blaster +5	2d6 1d4	Piercing	10	16000	20	x2	2	Splash 10	Range
15	Buzz light year laser +5	2d6 1d4	Piercing	8	16000	20	x2	2	Sniper 10	Range
15	Super soaker switch shot +5	2d6 1d4	Blunt	10	16000	20	x2	2	Sniper 10	Range
15	Giant Sling Shot +5	2d6 1d4	Blunt	12	16800	20	2.5	3	Brutal 3	Range
15	Beebe Gun +5	2d6 1d4	Piercing	10	16800	20	x2	2	Sniper 10	Range
16	Imaginary Gun +5	3d6	Piercing	10	17000	20	x2	2	Sniper 10	Range

										<b>Brutal</b> 3	
18	Imaginary Shotgun +5	3d4	Blunt	4	800	20	X2	2		<b>Double Tap</b>	Range
20	Uber Imaginary Gun +6	2d8	Piercing	15	23000	20	x2	2		<b>Sniper</b> 10 <b>Brutal</b> 3 <b>Healing</b> 10	Range
20	Imaginary Shotgun +5	4d4	Blunt	4	23000	20	X2	2		<b>Double Tap</b>	Range

## One Handed

Level	Name	Damage	Damage type	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
2	Single Band Rubber Band Gun +1	1d6	Piercing	15	300	20	x1.5	1	<b>Mass Critical</b>	Ranged
2	Water Gun +1	1d6	Blunt	10	30	20	x1.5	1	<b>Splash</b> 1	Ranged
2	Single Barrel Finger Gun +1	1d6	Piercing	15	350	20	x1.5	1	<b>Mass Critical</b>	Ranged
2	Gun Hammer +1	1d6	Blunt/ Piercing	10	700	20	x1.5 ranged x2 melee	1	<b>Brutal</b> 1	Melee/Ranged
2	Pea Shooter +1	1d6	Piercing	8	700	20	x1.5	1	<b>Mass Critical</b>	Range
2	Nerf gun +1	1d6	Piercing	6	700	20	x1.5	1	<b>Piercing</b> 1	Range
2	Super soaker shot wave +1	1d6	Blunt	5	700	20	x1.5	1	<b>Splash</b> 1	Range
3	Nerf micro blaster +1	1d6	Piercing	6	800	20	x1.5	1	<b>Mass Critical</b>	Range
3	Super soaker micro cone +1	1d6	Blunt	6	900	20	x1.5	1	<b>Splash</b> 1	Range
3	Nerf quick blaster +1	1d6	Piercing	6	900	20	x1.5	1	<b>Splash</b> 1	Range
3	Lego Gun +1	1d6	Blunt	12	1000	20	x1.5	1	<b>Piercing</b> 1	Range
3	Super soaker attic shot +1	1d6	Blunt	10	1000	20	x1.5	1	<b>Piercing</b> 1	Range
3	Popgun +1	1d6	Blunt	10	1000	20	X1.5	1	<b>Mass Critical</b>	Range
4	Light up ray gun +1	1d6	Piercing	10	1200	20	x1.5	1	<b>Sniper</b> 1	Range
4	Bubble gun +1	1d6	-	8	1250	20	x1.5	1	<b>Chameleon</b>	Range
4	Single Band Rubber Band Gun +2	1d6	Piercing	15	600	20	x1.5	1	<b>Mass Critical</b>	Ranged
5	Water Gun +2	1d6	Blunt	10	600	20	x1.5	1	<b>Splash</b> 3	Ranged
5	Single Barrel Finger Gun +2	1d6	Piercing	15	650	20	x1.5	1	<b>Mass Critical</b>	Ranged
5	Double Barrel Finger Gun +2	1d6	Piercing	15	1000	20	x1.5	1	<b>Heroic</b> 1	Ranged
5	Gun Hammer +2	1d6	Blunt/ Piercing	10	1400	20	x1.5 ranged x2 melee	1	<b>Brutal</b> 1	Melee/Ranged
5	Pea Shooter +2	1d6	Piercing	8	1400	20	x1.5	1	<b>Mass Critical</b>	Range
6	Nerf gun +2	1d6	Piercing	6	1400	20	x1.5	1	<b>Piercing</b> 3	Range
6	Super soaker shot wave +2	1d6	Blunt	5	1400	20	x1.5	1	<b>Splash</b> 3	Range
6	Nerf micro blaster +2	1d6	Piercing	6	1600	20	x1.5	1	<b>Mass Critical</b>	Range
6	Super soaker micro cone +2	1d6	Blunt	6	1800	20	x1.5	1	<b>Splash</b> 3	Range
6	Nerf quick blaster +2	1d6	Piercing	6	1800	20	x1.5	1	<b>Splash</b> 3	Range
6	Lego Gun +2	1d6	Blunt	12	2000	20	x1.5	1	<b>Piercing</b> 3	Range
6	Popgun +2	1d6	Blunt	10	2000	20	X1.5	1	<b>Mass Critical</b>	Range
3	Super soaker attic shot +2	1d6	Blunt	10	1000	20	x1.5	1	<b>Piercing</b> 3	Range
7	Light up ray gun +2	1d6	Piercing	10	2400	20	x1.5	1	<b>Sniper</b> 3	Range
7	Bubble gun +2	1d6	-	8	2500	20	x1.5	1	<b>Chameleon</b>	Range
7	Single Band Rubber Band Gun +3	2d6	Piercing	15	1200	20	x1.5	1	<b>Mass Critical</b>	Ranged
7	Water Gun +3	2d6	Blunt	10	1200	20	x1.5	1	<b>Splash</b> 5	Ranged
7	Single Barrel Finger Gun +3	2d6	Piercing	15	1300	20	x1.5	1	<b>Mass Critical</b>	Ranged
8	Double Barrel Finger Gun +3	2d6	Piercing	15	5000	20	x1.5	1	<b>Heroic</b> 2	Ranged
8	Gun Hammer +3	2d6	Blunt/ Piercing	10	2800	20	x1.5 ranged x2 melee	1	<b>Brutal</b> 2	Melee/Ranged
8	Pea Shooter +3	2d6	Piercing	8	2800	20	x1.5	1	<b>Mass Critical</b>	Range
8	Nerf gun +3	2d6	Piercing	6	2800	20	x1.5	1	<b>Piercing</b> 5	Range
8	Super soaker shot wave +3	2d6	Blunt	5	2800	20	x1.5	1	<b>Splash</b> 5	Range
8	Nerf micro blaster +3	2d6	Piercing	6	3200	20	x1.5	1	<b>Mass Critical</b>	Range
9	Super soaker micro cone +3	2d6	Blunt	6	3600	20	x1.5	1	<b>Splash</b> 5	Range
9	Nerf quick blaster +3	2d6	Piercing	6	3600	20	x1.5	1	<b>Splash</b> 5	Range
9	Lego Gun +3	2d6	Blunt	12	4000	20	x1.5	1	<b>Piercing</b> 5	Range
9	Super soaker attic shot +3	2d6	Blunt	10	4000	20	x1.5	1	<b>Piercing</b> 5	Range
9	Popgun +3	2d6	Blunt	10	4000	20	X1.5	1	<b>Mass Critical</b>	Range
10	Light up ray gun +3	2d6	Piercing	10	4400	20	x1.5	1	<b>Sniper</b> 5	Range
10	Bubble gun +3	2d6	-	8	4450	20	x1.5	1	<b>Chameleon</b>	Range
10	Single Band Rubber Band Gun +4	2d6	Piercing	15	2400	20	x1.5	1	<b>Mass Critical</b>	Ranged
10	Water Gun +4	2d6	Blunt	10	2400	20	x1.5	1	<b>Splash</b> 7	Ranged
10	Single Barrel Finger Gun +4	2d6	Piercing	15	2400	20	x1.5	1	<b>Mass Critical</b>	Ranged
11	Double Barrel Finger Gun +4	2d6	Piercing	15	4000	20	x1.5	1	<b>Heroic</b> 2	Ranged
11	Gun Hammer +4	2d6	Blunt/ Piercing	10	5600	20	x1.5 ranged x2 melee	1	<b>Brutal</b> 2	Melee/Ranged
11	Pea Shooter +4	2d6	Piercing	8	5600	20	x1.5	1	<b>Mass Critical</b>	Range
12	Nerf gun +4	2d6	Piercing	6	5600	20	x1.5	1	<b>Piercing</b> 7	Range
12	Super soaker shot wave +4	2d6	Blunt	5	5600	20	x1.5	1	<b>Splash</b> 7	Range
12	Nerf micro blaster +4	2d6	Piercing	6	6400	20	x1.5	1	<b>Mass Critical</b>	Range
12	Super soaker micro cone +4	2d6	Blunt	6	7200	20	x1.5	1	<b>Splash</b> 7	Range
12	Nerf quick blaster +4	2d6	Piercing	6	7200	20	x1.5	1	<b>Splash</b> 7	Range
12	Lego Gun +4	2d6	Blunt	12	7400	20	x1.5	1	<b>Piercing</b> 7	Range
13	Super soaker attic shot +4	2d6	Blunt	10	8000	20	x1.5	1	<b>Piercing</b> 7	Range
13	Popgun +4	2d6	Blunt	10	8000	20	X1.5	1	<b>Mass Critical</b>	Range
14	Light up ray gun +4	1d8	Piercing	10	8800	20	x1.5	1	<b>Second Chance</b>	Range
14	Bubble gun +4	2d6	-	8	8850	20	x1.5	1	<b>Chameleon</b>	Range
14	Single Band Rubber Band Gun +5	2d6	Piercing	15	4800	20	x1.5	1	<b>Mass Critical</b>	Ranged
14	Water Gun +5	2d6	Blunt	10	4800	20	x1.5	1	<b>Splash</b> 10	Ranged

15	Single Barrel Finger Gun +5	2d6	Piercing	15	4800	20	x1.5	1	Mass Critical	Ranged
15	Double Barrel Finger Gun +5	2d6	Piercing	15	8000	20	x1.5	1	Heroic 3	Ranged
15	Gun Hammer +5	2d6	Blunt/ Piercing	10	11200	20	x1.5 ranged	1	Crushing	Melee/Ranged
15	Pea Shooter +5	2d6	Piercing	8	11200	20	x1.5	1	Mass Critical	Range
15	Nerf gun +5	2d6	Piercing	6	11200	20	x1.5	1	Piercing 10	Range
15	Super soaker shot wave +5	2d6	Blunt	5	11200	20	x1.5	1	Splash 10	Range
15	Nerf micro blaster +5	2d6	Piercing	6	12800	20	x1.5	1	Mass Critical	Range
15	Super soaker micro cone +5	2d6	Blunt	6	14400	20	x1.5	1	Splash 10	Range
15	Nerf quick blaster +5	2d6	Piercing	6	14400	20	x1.5	1	Splash 10	Range
15	Lego Gun +5	2d6	Blunt	12	16000	20	x1.5	1	Piercing 10	Range
15	Super soaker attic shot +5	2d6	Blunt	10	16000	20	x1.5	1	Piercing 10	Range
15	Popgun +5	2d6	Blunt	10	16000	20	X1.5	1	Mass Critical	Range
15	Light up ray gun +5	2d8	Piercing	10	16800	20	x1.5	1	Sniper 10	Range
15	Bubble gun +5	2d8	-	8	4450	20	x1.5	1	Chameleon	Range
16	Imaginary Gun +5	3d6	Piercing	10	17000	20	x1.5	1	Sniper 10 Brutal 3	Ranged
20	Uber Imaginary Gun +6	2d8	Piercing	15	23000	20	x2	1	Sniper 10 Brutal 3 Healing 10	Ranged

## BOWS

Level	Name	Damage	Damage type	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
2	Cardboard Tube Bow +1	1d8	Piercing	8	350	20	x1.5	2	Piercing 1	Ranged
3	Paper crossbow +1	1d8	Piercing	10	1000	19,20	2	2	Piercing 1	Range
3	Nerf air storm bow +1	1d8	Piercing	8	1000	20	2	2	Sniper 1	Range
5	Cardboard Tube Bow +2	1d8	Piercing	8	700	20	x1.5	2	Piercing 3	Ranged
6	Paper crossbow +2	1d8	Piercing	10	2000	19,20	2	2	Piercing 3	Range
6	Nerf air storm bow +2	1d8	Piercing	8	2000	20	2	2	Sniper 3	Range
7	Cardboard Tube Bow +3	1d8	Piercing	8	1300	20	x1.5	2	Piercing 5	Ranged
9	Paper crossbow +3	1d8	Piercing	10	4000	19,20	2	2	Piercing 5	Range
9	Nerf air storm bow +3	1d8	Piercing	8	4000	20	2	2	Sniper 5	Range
10	Cardboard Tube Bow +4	1d8	Piercing	8	2600	20	x2	2	Piercing 7	Ranged
13	Paper crossbow +4	1d8	Piercing	10	8000	19,20	2	2	Piercing 7	Range
13	Nerf air storm bow +4	1d8	Piercing	8	8000	20	2	2	Sniper 7	Range
15	Cardboard Tube Bow +5	Piercing	2d8	8	5200	20	x1.5	2	Piercing 10	Ranged
15	Paper crossbow +5	Piercing	2d6	10	16000	19,20	2	2	Piercing 10	Range
15	Nerf air storm bow +5	Piercing	2d6	8	16000	20	2	2	Sniper 10	Range
16	Imaginary Bow +5	2d8	Piercing	10	17500	19,20	x2	2	Sniper 10 Brutal 3	Ranged
20	Uber Imaginary Bow +6	2d8	Piercing	15	24000	19,20	x2	2	Sniper 10 Brutal 3 Healing 10	Ranged

## AMMUNITION

Level	Name	Price	Special	Type
2	Poison Darts +1	20	Poison 1	Ammunition
2	Rubber bands of Fire +1	20	Burn 1	Ammunition
2	Rocks +1	20	Bleed 1	Ammunition
2	Imaginary Finger Bullets +1	20	Slow	Ammunition
2	Cardboard arrows +1	20	Bleed 1	Ammunition
2	Peas +1	20	Poison 1	Ammunition
2	Beebes +1	20	Bleed 1	Ammunition
2	Legos +1	20	Bleed 1	Ammunition
4	Poison Darts +2	50	Poison 3	Ammunition
4	Rubber bands of Fire +2	50	Burn 3	Ammunition
4	Rocks +2	50	Bleed 3	Ammunition
4	Imaginary Finger Bullets +2	50	Slow	Ammunition
4	Cardboard arrows +2	50	Bleed 3	Ammunition
4	Peas +2	50	Poison 3	Ammunition
4	Beebes +2	50	Bleed 3	Ammunition
4	Legos +2	50	Bleed 3	Ammunition
7	Poison Darts +3	100	Poison 5	Ammunition
7	Rubber bands of Fire +3	100	Burn 5	Ammunition
7	Rocks +3	100	Bleed 5	Ammunition
7	Imaginary Finger Bullets +3	100	Slow	Ammunition
7	Cardboard arrows +3	100	Bleed 5	Ammunition
7	Peas +3	100	Poison 5	Ammunition
7	Beebes +3	100	Bleed 5	Ammunition
7	Legos +3	100	Bleed 5	Ammunition
10	Poison Darts +4	200	Poison 5	Ammunition
10	Rubber bands of Fire +4	200	Burn 5	Ammunition
10	Rocks +4	200	Bleed 5	Ammunition
10	Imaginary Finger Bullets +4	200	Slow	Ammunition
10	Cardboard arrows +4	200	Bleed 5	Ammunition
10	Peas +4	200	Poison 5	Ammunition
10	Beebes +4	200	Bleed 5	Ammunition
10	Legos +4	200	Bleed 5	Ammunition
14	Poison Darts +5	400	Poison 7	Ammunition
14	Rubber bands of Fire +5	400	Burn 7	Ammunition
14	Rocks +5	400	Bleed 7	Ammunition

14	Imaginary Finger Bullets +5	400	Slow	Ammunition
14	Cardboard arrows +5	400	Bleed 7	Ammunition
14	Peas +5	400	Poison 7	Ammunition
14	Beebes +5	400	Bleed 7	Ammunition
14	Legos +5	400	Bleed 7	Ammunition
20	Uber Ammo +6	1000	Chameleon	Ammunition

## Smart Weapons

Level	Name	Damage	Damage type	Range	Price	Critical Range	Damage Multiplier	Hands	Special	Type
10	Stick Sword	1d6	Slashing	1	10,000	19, 20	X1.5	1	Smart	Melee
10	Stick Mace	1d8	Blunt	1	10,000	20	X2	2	Smart	Melee
10	Stick Staff	1d10	Blunt	1	10,000	20	X2	2	Smart	Melee
10	Stick bow	1d8	Piercing	20	10,000	20	X2	2	Smart	Range
10	Stick Gun	1d6	Piercing	20	10,000	20	X1.5	1	Smart	Range
10	Stick crossbow	2d4	Piercing	10	10,000	20	X2	2	Smart	Range
10	Stick machine gun	2d4	Piercing	10	10,000	20	X1.5	2	Smart	Range
10	Stick Shotgun	2d4	Blunt	8	10,000	19, 20	X2	2	Smart	Range
10	Stick knuckles	1d6	Blunt	1	10,000	20	X2	2	Smart	Melee
10	Stick axe	1d6	Chopping	1	10,000	19, 20	X 1.5	1	Smart	Melee
10	Lighting Stick	1d6(lighting)	Lighting piercing	1	10,000	20	X2	2	Smart	Melee
10	Fire Stick	1d6(fire)	Fire blunt	1	10,000	20	X2	2	Smart	Melee
10	Night Stick	1d6(dark)	Dark blunt	1	10,000	20	X2	2	Smart	Melee
10	Death Stick	1d6	Blunt	1	10,000	20	X2	2	Smart	Melee
10	Heal Stick	1d6(light)	Light piercing	1	10,000	20	X2	2	Smart heal	Melee
10	Killer Stick	1d12	Piercing	1	10,000	20	X2	2	Smart	Melee
15	Stick Sword	2d6	Slashing	1	10,000	19, 20	X1.5	1	Smart	Melee
15	Stick Mace	2d8	Blunt	1	10,000	20	X2	2	Smart	Melee
15	Stick Staff	1d10	Blunt	1	10,000	20	X2	2	Smart	Melee
15	Stick bow	2d8	Piercing	20	10,000	20	X2	2	Smart	Range
15	Stick Gun	2d6	Piercing	20	10,000	20	X1.5	1	Smart	Range
15	Stick crossbow	3d4	Piercing	10	10,000	20	X2	2	Smart	Range
15	Stick machine gun	3d4	Piercing	10	10,000	20	X1.5	2	Smart	Range
15	Stick Shotgun	3d4	Blunt	8	10,000	19, 20	X2	2	Smart	Range
15	Stick knuckles	2d6	Blunt	1	10,000	20	X2	2	Smart	Melee
15	Stick axe	2d6	Chopping	1	10,000	19, 20	X 1.5	1	Smart	Melee
15	Lighting Stick	2d6(lighting)	Lighting piercing	1	10,000	20	X2	2	Smart	Melee
15	Fire Stick	2d6(fire)	Fire blunt	1	10,000	20	X2	2	Smart	Melee
15	Night Stick	2d6(dark)	Dark blunt	1	10,000	20	X2	2	Smart	Melee
15	Death Stick	2d6	Blunt	1	10,000	20	X2	2	Smart	Melee
15	Heal Stick	2d6(light)	Light piercing	1	10,000	20	X2	2	Smart	Melee
15	Killer Stick	2d12	Piercing	1	10,000	20	X2	2	Smart	Melee
										Smart

## Special key words

### Bleed:

**Bleed 1:** when you hit with an attack that does damage to the target the target takes an ongoing 1 bleeding damage (save ends).

**Bleed 3** when you hit with an attack that does damage to the target the target takes an ongoing 3 bleeding damage (save ends).

**Bleed 5** when you hit with an attack that does damage to the target the target takes an ongoing 5 bleeding damage (save ends).

**Bleed 7** when you hit with an attack that does damage to the target the target takes an ongoing 7 bleeding damage (save ends).

### Brutal:

**Brutal 1:** You may re-roll any damage rolls of a 1 until they come up something other than a 1.

**Brutal 2:** You may re-roll any damage rolls of a 2 until they come up something higher than a 2.

**Brutal 3:** You may re-roll any damage rolls of a 3 until they come up something higher than a 3.

### Burn:

**Burn 1** when you hit with an attack that does damage to the target the target takes an ongoing 1 Burn damage (save ends).

**Burn 3** when you hit with an attack that does damage to the target the target takes an ongoing 3 Burn damage (save ends).

**Burn 5** when you hit with an attack that does damage to the target the target takes an ongoing 5 Burn damage (save ends).

**Burn 7** when you hit with an attack that does damage to the target the target takes an ongoing 7 Burn damage (save ends).

### Chameleon:

**Chameleon:** once per turn, before you roll to hit, you may choose a damage type for this weapon. All damage done with this weapon then becomes that type, this over rides any other damage type done with this weapon, such as from powers, feats, abilities, or any other effect.

### Crushing:

**Crushing:** whenever you hit a creature with this weapon the creature is knocked down. This weapons is also counts as being

**Brutal 2.**

### Double Tap:

**Double Tap** Whenever you roll a 4 on the 1d4 you may re-roll that die and add it to your damage if that die is a 4 you may re-roll again until it comes up something other than a 4, each time adding the 4 to your damage pool.

### Edible:

**Edible:** once per day you may feed this weapon another weapon, the weapon with the Candy special gains the special of the item it was fed. The Item fed to this weapon is destroyed.

### Extended clip:

**EC1:** adds a plus 1 bonus to the ammo clip for the hunter class.

**EC2:** adds a plus 2 bonus to the ammo clip for the hunter class.

**EC3:** adds a plus 3 bonus to the ammo clip for the hunter class.

**EC4:** adds a plus 4 bonus to the ammo clip for the hunter class.

### Healing:

**Healing 1:** whenever you score a critical hit with this weapon you heal 1 hit point.

**Healing 3:** whenever you score a critical hit with this weapon you heal 3 hit point.

**Healing 5:** whenever you score a critical hit with this weapon you heal 5 hit point.

**Healing 7:** whenever you score a critical hit with this weapon you heal 7 hit point.

**Healing 10:** whenever you score a critical hit with this weapon you heal 10 hit point.

### Heroic:

**Heroic 1:** add +1 to your rolls whenever you use a hero dice to add to the attack power of this weapon or a power used with this weapon.

**Heroic 2:** add +2 to your rolls whenever you use a hero dice to add to the attack power of this weapon or a power used with this weapon.

**Heroic 3:** add +3 to your rolls whenever you use a hero dice to add to the attack power of this weapon or a power used with this weapon.

### Mass Critical:

**Mass Critical:** when wielding two weapons with mass critical you gain +1 to your critical multiplier.

### Piercing:

**Piercing 1:** This weapon ignores 1 point of damage resistance.

**Piercing 3:** This weapon ignores 3 point of damage resistance.

**Piercing 5:** This weapon ignores 5 point of damage resistance.

**Piercing 7:** This weapon ignores 7 point of damage resistance.

**Piercing 10:** This weapon ignores 10 point of damage resistance.

### Poison:

**Poison 1** when you hit with an attack that does damage to the target the target takes an ongoing 1 poison damage (save ends).

**Poison 3** when you hit with an attack that does damage to the target the target takes an ongoing 3 poison damage (save ends).

**Poison 5** when you hit with an attack that does damage to the target the target takes an ongoing 5 poison damage (save ends).

**Poison 7** when you hit with an attack that does damage to the target the target takes an ongoing 7 poison damage (save ends).

### Power plus:

**PP 1:** adds a plus 1 bonus to the level of all the powers you have purchased.

**PP 2:** adds a plus 2 bonus to the level of all the powers you have purchased.

**PP 3:** adds a plus 3 bonus to the level of all the powers you have purchased.

**PP 4:** adds a plus 4 bonus to the level of all the powers you have purchased.

**PP 5:** adds a plus 5 bonus to the level of all the powers you have purchased.

### Second Chance:

**Second Chance:** When you miss a ranged attack with this weapon you may target another creature within range and make a free basic attack against it.

### Slow:

**Slow**

### Smart

**Smart:** for every enemy killed with this weapon it gains a +1 bonus to attack and damage. At the end of each day the weapons bonuses will reset to 0.

### Smart heal:

**Smart healing 4:** any healing you do is increased by 4.

**Smart healing 8:** any healing you do is increased by 8.

**Smart healing 16:** any healing you do is increased by 16.

**Smart healing 32:** any healing you do is increased by 32.

### Splash:

**Splash 1:** this weapon does 2 damage to one adjacent creature.

**Splash 3:** this weapon does 3 damage to one adjacent creature.

**Splash 5:** this weapon does 5 damage to one adjacent creature.

**Splash 7:** this weapon does 7 damage to one adjacent creature.

**Splash 10:** this weapon does 10 damage to one adjacent creature.

### Sniper:

**Sniper 1:** whenever you score a critical hit with this weapon you do an extra 1 damage.

**Sniper 3:** whenever you score a critical hit with this weapon you do an extra 3 damage.

**Sniper 5:** whenever you score a critical hit with this weapon you do an extra 5 damage.

**Sniper 7:** whenever you score a critical hit with this weapon you do an extra 7 damage.

**Sniper 10:** whenever you score a critical hit with this weapon you do an extra 10 damage.

### Shielding:

**Shielding 1:** whenever you hit with this weapon you gain 1 shielding.

**Shielding 3:** whenever you hit with this weapon you gain 3 shielding.

**Shielding 5:** whenever you hit with this weapon you gain 5 shielding.

**Shielding 7:** whenever you hit with this weapon you gain 7 shielding.

**Shielding 10:** whenever you hit with this weapon you gain 10 shielding.

**The One:** Always inflicts one damage. Any attack made using this weapon, including powers can never add damage of any kind to this weapon except the teacher power math  $1+1=11$  but in this case  $1+1+1=111$ . This weapon may only be used in this way, once per day.

**Vorpal:** on the roll of a natural 20 roll again if the second roll again hits the target, all of the targets defense is disintegrated by the number fallowing vorpal.

**Versatile:** You may wield this weapon as a two or one handed weapon. If the weapon is wielded as two a two handed weapon, roll the damage normally. If you wield it as a one handed weapon, roll the damage normally then halve the dice only.

## Job Specific items

It's always good to have the right tools for the right job.

A jack of all trades and the spy may use any of the items listed below.

## Job Minor items.

Level	Name	Job	Item type	Price	Level	Name	Job	Item type	Price
4	Rubber Dagger of back stabbing +1	Assassin	Offhand weapon	500	6	Rubber Dagger of back stabbing +2	Assassin	Offhand weapon	1000
4	Rubber band sniper rifle +1	Assassin	Ranged Weapon	500	6	Rubber band sniper rifle +2	Assassin	Ranged Weapon	1000
4	Quite boots+1	Assassin	Feet	500	6	Quite boots +2	Assassin	Feet	1000
4	Legos+1	Builder	Misc Item	500	6	Legos +2	Builder	Misc Item	1000
4	Blocks+1	Builder	Misc Item	500	6	Blocks +2	Builder	Misc Item	1000
4	Tinker toys+1	Builder	Misc item	500	6	Tinker toys +2	Builder	Misc item	1000
4	Plastic Hammer+1	Builder	Melee Weapon	500	6	Plastic Hammer +2	Builder	Melee Weapon	1000
4	Plastic Screwdriver+1	Builder	Offhand item	500	6	Plastic Screwdriver+2	Builder	Offhand item	1000
4	Vinyl Builders apron +1	Builder	Armor	500	6	Vinyl Builders apron +2	Builder	Armor	1000
4	Ladle +1	Cook	Offhand item	500	6	Ladle +2	Cook	Offhand item	1000
4	Plastic knife+1	Cook	Offhand item	500	6	Plastic knife+2	Cook	Offhand item	1000
4	Bucket+1	Cook	Misc item	500	6	Bucket+2	Cook	Misc item	1000
4	Shovel+1	Cook	Misc item	500	6	Shovel+2	Cook	Misc item	1000
4	Vinyl Cooks apron+1	Cook	Armor	500	6	Vinyl Cooks apron+2	Cook	Armor	1000
4	Poofy Hat+1	Cook	Head	500	6	Poofy Hat+2	Cook	Head	1000
4	Plastic Face Mask+1	Crowd control	Head	500	6	Plastic Face Mask+2	Crowd control	Head	1000
4	Giant plastic shield+1	Crowd control	Off hand	500	6	Giant plastic shield+2	Crowd control	Off hand	1000
4	Pine cone grenades+1	Crowd control	Off hand	500	6	Pine cone grenades+2	Crowd control	Off hand	1000
4	Goggles+1	Dungeon delver	Head	500	6	Goggles+2	Dungeon delver	Head	1000
4	Quilt Boots+1	Dungeon delver	Feet	500	6	Quilt Boots+2	Dungeon delver	Feet	1000
4	Head Lamp+1	Dungeon delver	Head	500	6	Head Lamp+2	Dungeon delver	Head	1000
4	Steady gloves+1	Dungeon delver	Hands	500	6	Steady gloves+2	Dungeon delver	Hands	1000
4	Vinyl doctors apron+1	Doctor	Armor	500	6	Vinyl doctors apron+2	Doctor	Armor	1000
4	Syringe+1	Doctor	Off hand	500	6	Syringe+2	Doctor	Off hand	1000
4	Stethoscope+1	Doctor	Neck	500	6	Stethoscope+2	Doctor	Neck	1000
4	Saw+1	Doctor	Melee Weapon	500	6	Saw+2	Doctor	Melee Weapon	1000
4	Drill+1	Doctor	Off hand	500	6	Drill+2	Doctor	Off hand	1000
4	Microphone+1	Rock star	Off hand	500	6	Microphone+2	Rock star	Off hand	1000
4	Guitar +1	Rock star	Melee weapon	500	6	Guitar+2	Rock star	Melee weapon	1000
4	Amplifier+1	Rock star	Misc item	500	6	Amplifier+2	Rock star	Misc item	1000
4	Drums+1	Rock star,	Misc item	500	6	Drums+2	Rock star,	Misc item	1000
4	Big Shiny Ring+1	Rock star	Ring	500	6	Big Shiny Ring+2	Rock star	Ring	1000
4	Shirtless+1	Rock star	Armor	500	6	Shirtless+2	Rock star	Armor	1000
4	Book of laws+1	Silver tong	Off hand	500	6	Book of laws+2	Silver tong	Off hand	1000
4	Charming smile+1	Silver tong	Misc item	500	6	Charming smile+2	Silver tong	Misc item	1000
4	Good Looks+1	Silver tong	Head	500	6	Good Looks+2	Silver tong	Head	1000
4	Sweet talker+1	Silver tong	Misc item	500	6	Sweet talker+2	Silver tong	Misc item	1000
4	Contract+1	Silver tong	Off hand	500	6	Contract+2	Silver tong	Off hand	1000
4	Under armor+1	Tank	Misc item	500	6	Under armor+2	Tank	Misc item	1000
4	Really Big stick+1	Tank	Melee weapon	500	6	Really Big stick+2	Tank	Melee weapon	1000
4	Better daggers+1	Weapons master	Misc item	500	6	Better daggers+2	Weapons master	Misc item	1000
4	Better one handed gun+1	Weapons master	Misc item	500	6	Better one handed gun+2	Weapons master	Misc item	1000
4	Better one handed hammer+1	Weapons master	Misc item	500	6	Better one handed hammer+2	Weapons master	Misc item	1000
4	Better one handed mace+1	Weapons master	Misc item	500	6	Better one handed mace+2	Weapons master	Misc item	1000
4	Better one handed sword+1	Weapons master	Misc item	500	6	Better one handed sword+2	Weapons master	Misc item	1000
4	Better two handed gun+1	Weapons master	Misc item	500	6	Better two handed gun+2	Weapons master	Misc item	1000
4	Better two handed hammer+1	Weapons master	Misc item	500	6	Better two handed hammer+2	Weapons master	Misc item	1000
4	Better two handed mace+1	Weapons master	Misc item	500	6	Better two handed mace+2	Weapons master	Misc item	1000
4	Better two handed sword+1	Weapons master	Misc item	500	6	Better two handed sword+2	Weapons master	Misc item	1000
4	Better throwing weapon+1	Weapons master	Misc item	500	6	Better throwing weapon+2	Weapons master	Misc item	1000
4	Better non-chuck+1	Weapons master	Misc item	500	6	Better non-chuck+2	Weapons master	Misc item	1000
4	Better staff+1	Weapons master	Misc item	500	6	Better staff+2	Weapons master	Misc item	1000
4	Better unarmed+1	Weapons master	Misc item	500	6	Better unarmed +2	Weapons master	Misc item1000	1000

## Job Greater Items

8	Rubber Dagger of back stabbing +3	Assassin	Off hand weapon	3000		10	Rubber Dagger of back stabbing +4	Assassin	Off hand weapon	8000
8	Rubber band sniper rifle +3	Assassin	Ranged Weapon	3000		10	Rubber band sniper rifle +4	Assassin	Ranged Weapon	8000
8	Quite boots +3	Assassin	Feet	3000		10	Quite boots +4	Assassin	Feet	8000
8	Legos+3	Builder	Misc Item	3000		10	Legos +4	Builder	Misc Item	8000
8	Blocks+3	Builder	Misc Item	3000		10	Blocks +4	Builder	Misc Item	8000
8	Tinker toys+3	Builder	Misc item	3000		10	Tinker toys +4	Builder	Misc item	8000
8	Plastic Hammer+3	Builder	Melee Weapon	3000		10	Plastic Hammer+4	Builder	Melee Weapon	8000
8	Plastic Screwdriver+3	Builder	Off hand item	3000		10	Plastic Screwdriver+4	Builder	Off hand item	8000
8	Vinyl Builders apron +3	Builder	Armor	3000		10	Vinyl Builders apron +4	Builder	Armor	8000
8	Ladle +3	Cook	Off hand item	3000		10	Ladle +4	Cook	Off hand item	8000
8	Plastic knife+3	Cook	Off hand item	3000		10	Plastic knife+4	Cook	Off hand item	8000
8	Bucket+3	Cook	Misc item	3000		10	Bucket+4	Cook	Misc item	8000
8	Shovel+3	Cook	Misc item	3000		10	Shovel+4	Cook	Misc item	8000
8	Vinyl Cooks apron+3	Cook	Armor	3000		10	Vinyl Cooks apron+4	Cook	Armor	8000
8	Poofy Hat+3	Cook	Head	3000		10	Poofy Hat+4	Cook	Head	8000
8	Plastic Face Mask+3	Crowd control	Head	3000		10	Plastic Face Mask+4	Crowd control	Head	8000
8	Giant plastic shield+3	Crowd control	Off hand	3000		10	Giant plastic shield+4	Crowd control	Off hand	8000
8	Pine cone grenades+3	Crowd control	Off hand	3000		10	Pine cone grenades+4	Crowd control	Off hand	8000
8	Goggles+3	Dungeon Delver	Head	3000		10	Goggles+4	Dungeon Delver	Head	8000
8	Quilt Boots+3	Dungeon delver	Feet	3000		10	Quilt Boots+4	Dungeon delver	Feet	8000
8	Head Lamp+3	Dungeon delver	Head	3000		10	Head Lamp+4	Dungeon delver	Head	8000
8	Steady gloves+3	Dungeon delver	Hands	3000		10	Steady gloves+4	Dungeon delver	Hands	8000
8	Vinyl doctors apron+3	Doctor	Armor	3000		10	Vinyl doctors apron+4	Doctor	Armor	8000
8	Syringe+3	Doctor	Off hand	3000		10	Syringe+4	Doctor	Off hand	8000
8	Stethoscope+3	Doctor	Neck	3000		10	Stethoscope+4	Doctor	Neck	8000
8	Saw+3	Doctor	Melee Weapon	3000		10	Saw+4	Doctor	Melee Weapon	8000
8	Drill+3	Doctor	Off hand	3000		10	Drill+4	Doctor	Off hand	8000
8	Microphone+3	Rock star	Off hand	3000		10	Microphone+4	Rock star	Off hand	8000
8	Guitar +3	Rock star	Melee weapon	3000		10	Guitar +4	Rock star	Melee weapon	8000
8	Amplifier+3	Rock star	Misc item	3000		10	Amplifier+4	Rock star	Misc item	8000
8	Drums+3	Rock star,	Misc item	3000		10	Drums+4	Rock star,	Misc item	8000
8	Big Shiny Ring+3	Rock star	Ring	3000		10	Big Shiny Ring+4	Rock star	Ring	8000
8	Shirtless+3	Rock star	Armor	3000		10	Shirtless+4	Rock star	Armor	8000
8	Book of laws+3	Silver tong	Off hand	3000		10	Book of laws+4	Silver tong	Off hand	8000
8	Charming smile+3	Silver tong	Misc item	3000		10	Charming smile+4	Silver tong	Misc item	8000
8	Good Looks+3	Silver tong	Head	3000		10	Good Looks+4	Silver tong	Head	8000
8	Sweet talker+3	Silver tong	Misc item	3000		10	Sweet talker+4	Silver tong	Misc item	8000
8	Contract+3	Silver tong	Off hand	3000		10	Contract+4	Silver tong	Off hand	8000
8	Under armor+3	Tank	Misc item	3000		10	Under armor+4	Tank	Misc item	8000
8	Really Big stick+3	Tank	Melee weapon	3000		10	Really Big stick+4	Tank	Melee weapon	8000
8	Better daggers+3	Weapons master	Misc item	3000		10	Better daggers+4	Weapons master	Misc item	8000
8	Better one handed gun+3	Weapons master	Misc item	3000		10	Better one handed gun+4	Weapons master	Misc item	8000
8	Better one handed hammer+3	Weapons master	Misc item	3000		10	Better one handed hammer+4	Weapons master	Misc item	8000
8	Better one handed mace+3	Weapons master	Misc item	3000		10	Better one handed mace+4	Weapons master	Misc item	8000
8	Better one handed sword+3	Weapons master	Misc item	3000		10	Better one handed sword+4	Weapons master	Misc item	8000
8	Better two handed gun+3	Weapons master	Misc item	3000		10	Better two handed gun+4	Weapons master	Misc item	8000
8	Better two handed hammer+3	Weapons master	Misc item	3000		10	Better two handed hammer+4	Weapons master	Misc item	8000
8	Better two handed mace+3	Weapons master	Misc item	3000		10	Better two handed mace+4	Weapons master	Misc item	8000
8	Better two handed sword+3	Weapons master	Misc item	3000		10	Better two handed sword+4	Weapons master	Misc item	8000
8	Better throwing weapon+3	Weapons master	Misc item	3000		10	Better throwing weapon+4	Weapons master	Misc item	8000
8	Better non-chuck+3	Weapons master	Misc item	3000		10	Better non-chuck+4	Weapons master	Misc item	8000
8	Better staff+3	Weapons master	Misc item	3000		10	Better staff+4	Weapons master	Misc item	8000
8	Better unarmed+3	Weapons master	Misc item	3000		10	Better unarmed +4	Weapons master	Misc item	8000

## Job Epic Items

12	Rubber Dagger of back stabbing +5	Assassin	Off hand weapon	12000	15	Rubber Dagger of back stabbing +6	Assassin	Off hand weapon	20000
12	Rubber band sniper rifle +5	Assassin	Ranged Weapon	12000	15	Rubber band sniper rifle +6	Assassin	Ranged Weapon	20000
12	Quite boots +5	Assassin	Feet	12000	15	Quite boots +6	Assassin	Feet	20000
12	Legos +5	Builder	Misc Item	12000	15	Legos +6	Builder	Misc Item	20000
12	Blocks +5	Builder	Misc Item	12000	15	Blocks +6	Builder	Misc Item	20000
12	Tinker toys +5	Builder	Misc item	12000	15	Tinker toys+6	Builder	Misc item	20000
12	Plastic Hammer +5	Builder	Melee Weapon	12000	15	Plastic Hammer+6	Builder	Melee Weapon	20000
12	Plastic Screwdriver+5	Builder	Off hand item	12000	15	Plastic Screwdriver+6	Builder	Off hand item	20000
12	Vinyl Builders apron +5	Builder	Armor	12000	15	Vinyl Builders apron +6	Builder	Armor	20000
12	Ladle +5	Cook	Off hand item	12000	15	Ladle +6	Cook	Off hand item	20000
12	Plastic knife+5	Cook	Off hand item	12000	15	Plastic knife+6	Cook	Off hand item	20000
12	Bucket+5	Cook	Misc item	12000	15	Bucket+6	Cook	Misc item	20000
12	Shovel+5	Cook	Misc item	12000	15	Shovel+6	Cook	Misc item	20000
12	Vinyl Cooks apron+5	Cook	Armor	12000	15	Vinyl Cooks apron+6	Cook	Armor	20000
12	Poofy Hat+5	Cook	Head	12000	15	Poofy Hat+6	Cook	Head	20000
12	Plastic Face Mask+5	Crowd control	Head	12000	15	Plastic Face Mask+6	Crowd control	Head	20000
12	Giant plastic shield+5	Crowd control	Off hand	12000	15	Giant plastic shield+6	Crowd control	Off hand	20000
12	Pine cone grenades+5	Crowd control	Off hand	12000	15	Pine cone grenades+6	Crowd control	Off hand	20000
12	Goggles+5	Dungeon Delver	Head	12000	15	Goggles+6	Dungeon Delver	Head	20000
12	Quilt Boots+5	Dungeon delver	Feet	12000	15	Quilt Boots+6	Dungeon delver	Feet	20000
12	Head Lamp+5	Dungeon delver	Head	12000	15	Head Lamp+6	Dungeon delver	Head	20000
12	Steady gloves+5	Dungeon delver	Hands	12000	15	Steady gloves+6	Dungeon delver	Hands	20000
12	Vinyl doctors apron+5	Doctor	Armor	12000	15	Vinyl doctors apron+6	Doctor	Armor	20000
12	Syringe+5	Doctor	Off hand	12000	15	Syringe+6	Doctor	Off hand	20000
12	Stethoscope+5	Doctor	Neck	12000	15	Stethoscope+6	Doctor	Neck	20000
12	Saw+5	Doctor	Melee Weapon	12000	15	Saw+6	Doctor	Melee Weapon	20000
12	Drill+5	Doctor	Off hand	12000	15	Drill+6	Doctor	Off hand	20000
12	Microphone+5	Rock star	Off hand	12000	15	Microphone+6	Rock star	Off hand	20000
12	Guitar +5	Rock star	Melee weapon	12000	15	Guitar +6	Rock star	Melee weapon	20000
12	Amplifier+5	Rock star	Misc item	12000	15	Amplifier+6	Rock star	Misc item	20000
12	Drums+5	Rock star,	Misc item	12000	15	Drums+6	Rock star,	Misc item	20000
12	Big Shiny Ring+5	Rock star	Ring	12000	15	Big Shiny Ring+6	Rock star	Ring	20000
12	Shirtless+5	Rock star	Armor	12000	15	Shirtless+6	Rock star	Armor	20000
12	Book of laws+5	Silver tong	Off hand	12000	15	Book of laws+6	Silver tong	Off hand	20000
12	Charming smile+5	Silver tong	Misc item	12000	15	Charming smile+6	Silver tong	Misc item	20000
12	Good Looks+5	Silver tong	Head	12000	15	Good Looks+6	Silver tong	Head	20000
12	Sweet talker+5	Silver tong	Misc item	12000	15	Sweet talker+6	Silver tong	Misc item	20000
12	Contract+5	Silver tong	Off hand	12000	15	Contract+6	Silver tong	Off hand	20000
12	Under armor+5	Tank	Misc item	12000	15	Under armor+6	Tank	Misc item	20000
12	Really Big stick+5	Tank	Melee weapon	12000	15	Really Big stick+6	Tank	Melee weapon	20000
12	Better daggers+5	Weapons master	Misc item	12000	15	Better daggers+6	Weapons master	Misc item	20000
12	Better one handed gun+5	Weapons master	Misc item	12000	15	Better one handed gun+6	Weapons master	Misc item	20000
12	Better one handed hammer+5	Weapons master	Misc item	12000	15	Better one handed hammer+6	Weapons master	Misc item	20000
12	Better one handed mace+5	Weapons master	Misc item	12000	15	Better one handed mace+6	Weapons master	Misc item	20000
12	Better one handed sword+5	Weapons master	Misc item	12000	15	Better one handed sword+6	Weapons master	Misc item	20000
12	Better two handed gun+5	Weapons master	Misc item	12000	15	Better two handed gun+6	Weapons master	Misc item	20000
12	Better two handed hammer+5	Weapons master	Misc item	12000	15	Better two handed hammer+6	Weapons master	Misc item	20000
12	Better two handed mace+5	Weapons master	Misc item	12000	15	Better two handed mace+6	Weapons master	Misc item	20000
12	Better two handed sword+5	Weapons master	Misc item	12000	15	Better two handed sword+6	Weapons master	Misc item	20000
12	Better throwing weapon+5	Weapons master	Misc item	12000	15	Better throwing weapon+6	Weapons master	Misc item	20000
12	Better non-chuck+5	Weapons master	Misc item	12000	15	Better non-chuck+6	Weapons master	Misc item	20000
12	Better staff+5	Weapons master	Misc item	12000	15	Better staff+6	Weapons master	Misc item	20000
12	Better unarmed+5	Weapons master	Misc item	12000	15	Better unarmed+6	Weapons master	Misc item	2000

Name	Enhancement	Name	Enhancement
Rubber Dagger of back stabbing	Counts as a rubber dagger. +1 for every plus to you sneak attack damage roll	Microphone	+1 for every plus to your Perform skill when using the scream power.
Rubber band sniper rifle	Counts as a two handed rubber band gun with a range of 20. +1 for every plus to you sneak attack damage roll	Guitar	+1 for every plus to your Perform skill.
Quite boots	+1 for every plus to your sneak skill	Amplifier	+1 for every plus to your Perform skill when using the scream power.
Legos	+1 for every plus to your enhancements with lego items	Drums	All allies within 6 squares of you count as flanking the enemy you are adjacent to no mater where they are.
Blocks	+1 for every plus to all your enhancement rolls vs armor	Big Shiny Ring	+1 for every plus to your intimidate skill.
Tinker toys	+1 for every plus to all your enhancement rolls vs weapons	Shirtless	Counts as house robe armor. +1 for every plus to your AC.
Plastic Hammer	Has the same stats as a minor enhanced pillow warhammer but you also get s bonus to your build skill equal to the enhancement.	Book of laws	+1 for every plus to your diplomacy or intimidate skill.
Plastic Screwdriver	+1 for every plus to your damage and build skill.	Charming smile	+1 for every plus to your silver tongue power.
Vinyl Builders apron	May be worn over any armor. +1 for every plus to your enhancement rolls.	Good Looks	+1 for every plus to your silver tongue power.
Ladle	+1 for every plus to your mud water, rose petal soup and stick soup recipes.	Sweet talker	+1 for every plus to your silver tongue power.
Plastic knife	+1 for every plus to your mud pie, chocolate cake and pizza recipes	Contract	+1 for every plus to your silver tongue power.
Bucket	+1 for every plus to your nature skill.	Under armor	May be worn over any armor. +1 for every plus to your endurance skill.
Shovel	+1 for every plus to your search skill.	Really Big stick	May be add to any one handed melee weapon to make it two handed and give it a reach of 2.
Vinyl Cooks apron	May be worn over any armor. +1 for every plus to your spot skill	Better daggers	+1 for every plus to your damage or attack power when using this type of weapon.
Poofy Hat	+1 for every plus to all your recipes.	Better one handed gun	+1 for every plus to your damage or attack power when using this type of weapon.
Plastic Face Mask	+1 for every plus to your AC	Better one handed hammer	+1 for every plus to your damage or attack power when using this type of weapon.
Giant plastic shield	+1 for every plus to your AC	Better one handed mace	+1 for every plus to your damage or attack power when using this type of weapon.
Pine cone grenades	+1 for every plus to your attack power when using a AOE weapon or power.	Better one handed sword	+1 for every plus to your damage or attack power when using this type of weapon.
Goggles	+1 for every plus to your spot skill.	Better two handed gun	+1 for every plus to your damage or attack power when using this type of weapon.
Quilt Boots	+1 for every plus to your sneak skill.	Better two handed hammer	+1 for every plus to your damage or attack power when using this type of weapon.
Head Lamp	+1 for every plus to search skill.	Better two handed mace	+1 for every plus to your damage or attack power when using this type of weapon.
Steady gloves	+1 for every plus to your traps skill.	Better two handed sword	+1 for every plus to your damage or attack power when using this type of weapon.
Vinyl doctors apron	May be worn over any armor. +1 for every plus to all your healing shots.	Better throwing weapon	+1 for every plus to your damage or attack power when using this type of weapon.
Syring	+1 for every plus to all your shots that boost ability score.	Better non-chuck	+1 for every plus to your damage or attack power when using this type of weapon.
Stethoscope	+1 for every plus to your healing skill	Better staff	+1 for every plus to your damage or attack power when using this type of weapon.
Saw	Counts as a ruler sword. +1 for every plus to your Healing or damage rolls.	Better unarmed	+1 for every plus to your damage or attack power when using this type of weapon.
Drill	+1 for every plus to all your healing or damage rolls.		

## Cook Book

Prerequisite: Cook

All the recipes list below require an amount of components in order to make. When outside of a town in a nature-related area you can make a nature check to look for the components needed, the amount of components you find and the difficulty will be set by the GM. Each meal takes about 10 min to cook up and is made up of mostly dirt and water (mud). When ate the effects last until the end of that day. You may make prepare a number of meals per **day** equal to half your level. You may feed your meals to anyone you wish but they may only eat a number of meals that is according to their size. Meals may never be eaten while in combat.

Small characters = 1 meal. Medium characters = 3 meals. Large characters = 5 meals. Huge characters = 8 meals

Recipes	Result	Components Cost
Pixy dust (dirt)	Flight movement	10
Chocolate cake (Mud)	+1 Fort	25
Creepy crawlers (Bugs)	+1 Acrobatics	25
Mud Pie (Mud)	+5 Hp	25
Muddy water (Muddy water)	+ 2 damage	25
Stick Soup(muddy water with sticks in it)	+ 1 AC	50
Rose Petal soup (muddy water w/t flowers in it)	+ 10 Hp	50
Beetle juice (Water w/t bugs in it)	You may draw items from your belt as a simple action.	50
Chocolate covered ants (Muddy ants)	+ 4 poison damage from attacks	50
Rock Candy (Rocks stuck to a stick w/t mud)	+ 1 AC and Fort	75
Everything Stu ( Muddy water w/t lots of floating bits in it)	+1 attack power +4 damage	75
Giant leaf tacos (a big leaf w/t mud and bugs in it)	+1 to all defenses	100
Pizza (Bark with muddy leafs stuck to it)	+10 Hp poison breath attack (See RPG Gamer powers)	150

### Shots

All the shots list below require an amount of components in order to make. When outside of a town in a nature-related area you can make a nature check to look for the components needed, the amount of components you find and the difficulty will be set by the GM. each shot takes about 10 minutes to make, and are composed of three basic components that can be found just about anywhere, they are; dirt, water, and flowers (or maybe some grass) you may prepare a number of shot each day equal to 1+ your level. You can use a shot as an action in battle, or out of battle you may use your shots freely.

Level 1 Shots known	Result	Effect duration	Component Cost
Shot of small healing	Heal 5HP	Instant	5
Shot of healing	Heal 10HP	Instant	10
Shot of mutation	See chart	1 hour or 5 rounds of combat	15
Big Shot of healing	Heal 15HP	Instant	15
Shot of greater healing	Heal 20HP	Instant	20
Shot of Hard skin	+1 AC	1 hour or 5 rounds of combat	25
Shot of seeing	Dark vision	1 hour or 5 rounds of combat	25
Shot of spider climb	Climb +4	1 hour or 5 rounds of combat	25
Shot of Dexterity	+2 Dex, -2 Str	1 hour or 5 rounds of combat	50
Shot of Strength	+2 Str, -2 Intelligence	1 hour or 5 rounds of combat	50
Shot of Wisdom	+2 Wis, -2 Constitution	1 hour or 5 rounds of combat	50
Shot of Charisma	+2 Charisma, -2 Wis	1 hour or 5 rounds of combat	100
Shot of Constitution	+2 Constitution, -2 Dex	1 hour or 5 rounds of combat	100
Shot of Intelligence	+2 Intelligence, -2 Charisma	1 hour or 5 rounds of combat	100
Shot of resist cold	You gain resist 5 vs ice damage	1 hour or 5 rounds of combat	100
Shot of resist darkness	You gain resist 5 vs dark damage	1 hour or 5 rounds of combat	100
Shot of resist fire	You gain resist 5 vs fire damage	1 hour or 5 rounds of combat	100
Big Shot of Charisma	+3 Charisma, -4 Wis	1 hour or 8 rounds of combat	150
Big Shot of Constitution	+3 Constitution, -4 Dex	1 hour or 8 rounds of combat	150
Big Shot of Dexterity	+3 Dex, -4 Str	1 hour or 8 rounds of combat	150
Big Shot of Intelligence	+3 Intelligence, -4 Charisma	1 hour or 8 rounds of combat	150
Big Shot of Strength	+3 Str, -4 Intelligence	1 hour or 8 rounds of combat	150
Big Shot of Wisdom	+3 Wis, -4 Constitution	1 hour or 8 rounds of combat	150
Shot of moving faster	+1 movement, +1 AC	1 hour or 5 rounds of combat	150
Shot of permanent mutation I	Permanent mutation (may only be prepared and used once in your life)	Forever	250
Shot of resistance	You gain resist 4 vs all damage.	1 hour or 5 rounds of combat	350
Shot of permanent mutation II	+2 to your roll on the table of Permanent mutation (may only be prepared and used once in your life)	Forever	500
Shot of resurrection	Bring one ally back from death. Must be used within 1 min of death or 4 rounds of combat	Instant	500

Mutation name	1 D10	Result
Giant Rat Tail	1	You feel your paints rip apart as a long thick and hairy tale shoots out about 10' long.
Slimy Tentacles	2	Your hands and feet elongate and twist like snakes as your weapons fall from your hands covered in slime. You gain reach 2 and movement +1, you cannot hold a weapon.
Turtle Shell	3	Your shirt rips in two and your armor groans and falls to the ground as a large shell protrudes from your back. +5 AC, -2
Long Teeth	4	Your moth fills with long pointy teeth that curl out your mouth in varying angles making it difficult to speak. +2 damage to melee attacks, -2 diplomacy, -2 bluff
Claws	5	Your finger and toe nails thicken and elongate to points at a surprising length. +1d6 melee damage. Climb +2
Spikes	6	Your clothes and armor split in many places as short stubby spikes protrude from everywhere. +2 melee damage. If a monster misses with a melee attack you do 1D6 damage to that monster.
Horns	7	Your nose and head begin to itch as horns begin to grow from them. +2 damage when charging, +2 intimidate skill.
Rock Skin	8	Your arms begin to burn and itch as your skin dry's and turns rock hard. +4 AC
Liquefy	9	You're Skin, bones and organs turn transparent and liquid as everything you are carrying falls to the ground soaking wet. +10 AC, , 1D10 water melee damage when unarmed. You cannot wear armor of any kind.
Wings	10	Your Back bulges as two lumps grow from it, then you hear your shirt rip as wings explode from your back. Gain movement fly 8.
Acid Blood	11	You feel your blood grow hot from within and see your hair fall out in chunks as your skin seems to harden and turn a glossy onyx. Gain immunity to poison, and an ongoing 5 poison damage from your melee attacks (save ends). Also any time a monster does damage to you that monster takes an ongoing 5 poison damage (save ends).
Two for one	12+	You may roll 2 D12 and apply both mutations. This does not stack, if you get this result again, re-roll.

## Coloring Pages

**Assisting in Coloring:** unless otherwise stated up to 4 of your allies can assist you in coloring a page. Everyone helping you must be within 25 feet of you, and must be able to assist in the coloring for the entirety of the time required to complete it. Your allies can assist you by making a DC check with the appropriate skill, you allies only need to score a 10+ on their check to give you a +2 to your total roll (the roll of a 1 is always a fail).

**Coloring Pages:** This is only a suggestion of what the picture is you might be coloring, of course like everything else this is only limited by your imagination.

**Effects:** the effects are what happens after you finish coloring the page.

**Level:** this indicates the level power of the coloring page.

**Coloring Crayons:** this indicates the amount of coloring crayons in gold leaf you will need to complete the page.

**Market Price:** this indicates how much the page should be bought and sold for.

**Time:** this indicates the amount of time needed to color the page.

**DC:** this indicates the difficulty of the coloring page.

**Skill Training:** this indicates the skill needed to color this page and also the skill that will be used in the DC.

Coloring Pages	Effects	Level	Color Crayons Needed	Market Price
Bird	Call Giant birds	7	100Gl Ea.	1,000Gl
Cat	Agile	3	25Gl	300Gl
Cell phone	Text Message	6	50Gl	360Gl
Dragon	Dragon Inscription	6	500GL	2,600Gl
Flowers	Grow	2	20Gl	100Gl
Horse	Call Animal friend	3	50Gl Ea.	250Gl
Monster	Sense Bad	4	25Gl	300Gl
My little pony	Horse Inscription	7	450Gl	3,000Gl
Pigs	Secret Language	6	300Gl	360Gl
Sleeping baby	Lullaby	3	25Gl	125Gl
Someone you trust	Night Guard	6	100Gl	260Gl
Something Awesome	Detect Awesome	4	25Gl	125Gl
Tenets	Make invisible Campsite	1	15Gl	50Gl
Weather	Control the weather	14	1,800Gl	4,500Gl
Wormhole	Portal	12	500Gl	2,600Gl

### Effects

#### Bird

##### Call Giant birds

You Imagine Giant birds swooping down and landing in front of you allowing you to ride on them. The giant birds can carry up to 8 medium size characters. The bird's flight speed is determined by your dreams check. If you enter combat while on the birds they will immediately land on a solid surface and drop off the riding PCs, the eagles will then fly off and must be called again when combat is resolved.

Time: 10 min

Duration 8 hours

Skill Training: Dreams or Nature

DC 24- 35 Mph

25-29 55 Mph

30-39 70 Mph

40+ 120 Mph

#### Cat

##### Agile

See Race trickure Cat

Time: 10 min

Skill Training: Dreams

DC: none

#### Cellphone

##### Text Message

You imagine talking to a friend faraway like he is right in front of you. You can send a message to someone you know and have met in person before. The DC check will determine how many words you can send in your message.

Time: 10 min

Skill Training: Dreams

DC: 9- 5 words

10-19 10 words

20-29 25 words

30+ 35 words

#### Dragon

Dragon inscription: This Coloring page must be performed by a weaponsmith, armorsmith. the specialist inscribes the image of a dragon onto either your armor or weapon.

The type of dragon you pick will determine how your sigil functions. This can only be inscribed on either your armor or your weapon at one time.

If you choose to use this to be on your weapon you can activate to add an additional 1d8 of your selected damage type to any attack.

If you choose to use this coloring page to be on your armor you can activate it as an immediate interrupt, free action, to grant 5 resistance to the type of damage.

Time: 1 hour

Skill training: Building or Dreams

DC: 19- the inscription can be used once before fading

20-29 the inscription can be used twice before fading

30-39 the inscription can be used three times before fading

40+ the inscription can be used four times before fading

#### Flower

##### Grow

You Cause the terrain within 100 square feet of you to grow, bloom, and grow fruit.

Time: 10 minutes

Skill training: Nature  
DC: none

Horse  
Call Animal friend

You Imagine an animal friend big enough to ride by your side, and it appears there, along with its friends. You and up to 8 of your friends can ride on your animal friends. The animal's movement speed is determined by your dreams check. If you enter combat while on the animal they will immediately drop off the riding PCs, the animals will then run off and must be called again when combat is resolved.

Time: 10 min

Duration 6 hours

Skill Training: Dreams or Nature

DC 24- 15 Mph

25-29 25 Mph

30-39 45 Mph

40+ 70 Mph

Monster

Sense Bad

See trick Sense Bad

Time: 10 min

Skill Training: Dreams

DC: none

My little pony

Horse Inscription

This Coloring page must be performed by a weapon smith, armor smith. The specialist inscribes the image of a dragon onto either your armor or weapon.

The type of pony you pick will determine how your inscription works. This can only be inscribed on either your armor or your weapon at one time.

If you choose to use this to be on your weapon you can activate to add an additional 1d8 of your selected damage type to any attack.

If you choose to use this coloring page to be on your armor you can activate it as an immediate interrupt, free action, to grant 5 resistance to the type of damage.

DC: 19- the inscription can be used once before fading

20-29 the inscription can be used twice before fading

30-39 the inscription can be used three times before fading

40+ the inscription can be used four times before fading

Time: 1 hour

Skill training: Dreams or building

Pig

Secret Language

You and up to five of your friends within 10 feet of you can speak and understand your secret language. To everyone else you are speaking nonsense.

Time: 10 min

Duration: 1 hour

Skill Training: Perform or dreams

Sleeping Baby

Lullaby

Your Predominance makes all creatures listening sleepy. Your performance DC check determines the penalty to the listeners endurance or motive check your choice.

Time 10 min

Duration: as long as your singing

Skill Training: Perform

DC: 19- -2

20-29 -4

30-39 -6

40+ -10

Someone you trust

Night Guard

You imagine the things around (rocks, trees or whatever you want) you have eyes and are your protectors, and so they are. You may place up to 4 4x4 squares anywhere around your camp to act as watchmen. The DC you roll will determine the spot check of your guardians.

Time: 10 min

Skill Training: dreams

Duration: 8 hours

DC: special

Something Awesome

Detect Awesome

See trick Detect Awesome

Time: 10 min

Skill Training: Dreams

DC: none

Tent

Make invisible Campsite

You summon from your imagination a campsite. Using any gear you may have already acquired a campsite appears before you. The DC to find your campsite is equal to the dreams check you made as a search check.

Time 10min

Duration: 8 hours

Skill Training: Dreams

Weather

Control the weather

You can control the weather outside unto 2 miles away. The change is not limited to the current season.

Time: 1 hour

Skill Training: Nature  
DC: 19- you can control the weather for 1 hour  
20-29 you can control the weather for 4 hours  
30-39 you can control the weather for 8 hours  
40+ you can control the weather for 24 hours

Wormhole  
Portal

You imagine the place you want to be and rip a 10 foot hole in the space in front of you creating a portal from where you are to somewhere you have already been before. If you use a permanent portal you may reduce the cost of the crayons by 150GL. The DC will determine how many people can go through the portal.

Time: 10 Min

Skill Training: Dreams

Duration: 15 min

DC 19- 2 people

20-29 6 people

30-39 10 people

40+ 100 people

## Candy And Other Edible Things

All candies are minor items and one time use items unless stated otherwise. All the items listed below that provide healing use a band aid unless otherwise stated.

Level	Name	Price
1	Cookies	1
1	Pop Corn	10
1	Lollipops	20
1	Candy Necklace	25
1	Pop Rocks	40
1	Ringpops	45
1	Candy Corn	50
1	Pixie Sticks	100
1	Jaw Breaker	100
1	Fire Balls	100
1	Atomic Warheads	100
1	Mountain Dew	100
1	Black Coffee	10
1	Blue Energy Drink	10
1	Red Energy Drink	15
1	Mocha Frap	25
4	Big Cookie	30
4	Big lollipop	40
4	Big Candy Corn	40
4	Big Pixie Sticks	45
8	Giant Cookie	50
8	Giant Lollipop	50
8	Giant Candy Corn	60
8	Giant Pixie Sticks	60

Cookies

Action: Simple

Requires: 1 band aid

Properties: Heals 5HP, one time use.

Pop Corn

Action: Move

Requires: 1 band aid

Properties: you may heal 5HP or, gain a +1 attack power until the end of your next turn. (does not stack if you eat more than one)

Lollipops

Action: Move

Requires: 1 band aid

Properties: Heal 5HP five uses. Or eat the whole thing and heal 15 HP.

Candy Necklace

Action: Move

Requires: 1 band aid

Properties: Heal 1D10HP, three uses.

Pop Rocks

Action: Move

Properties: You gain 5 Shielding

Ringpops

Action: Move

Properties: you gain shielding equal to your constitution modifier.

Candy Corn

Action: Move

Requires: 1 band aid

Properties: Heal 5HP, one time use. Can be shot threw a dart gun or sling shot for ranged healing.

Pixie Sticks

Action: Move

Requires: 1 band aid

Properties: You gains +2 to your initiative and heal 5 HP. One time use. You may not eat any more candy this Battle.

Jaw Breaker

Action: Move

Requires: 1 band aid

Properties: Heals 5 HP, 20 uses.

Fire Ball

Action: attack

Properties: You spit explosive fire at your foes. Range 2 cone 2, all monsters in the cone take 5 fire damage.

Atomic Warheads

Action: attack

Properties: Your head explodes... but so does your enemies, Close blast 4 all monsters in the blast take 15 damage, you take 20.

Mountain Dew

Action: Move

Black Coffee

Action: Move

Blue Energy Drink

Action: Move

Red Energy Drink

Action: Move

Properties: you feel like jumping...a lot. You gain +1 movement until the end of the battle, at the end of the battle you loose 1 band aid.

Mocha Frap

Action: Move

Properties: It taste more like ice-cream and less like coffee...

Big Cookie

Action: move

Requires: 1 band aid

Properties: Heals 15 HP, one time use.

Big Lollipop

Action: Move

Requires: 1 band aid

Properties: Heal 10HP five uses. Or eat the whole thing and heal 25 HP.

Big Candy Corn

Action: Move

Requires: 1 band aid

Properties: Heal 10HP, one time use. Can be shot threw a dart gun or sling shot for ranged healing.

Big Pixie Sticks

Action: Move

Requires: 1 band aid

Properties: You gains +4 to your initiative and heal 10 HP. One time use. You may not eat any more candy this Battle.

Giant Cookie

Action: move

Requires: 1 band aid

Properties: Heals 25 HP, one time use.

Giant Lollipop

Action: Move

Requires: 1 band aid

Properties: Heal 20 HP five uses. Or eat the whole thing and heal 50 HP.

Giant Candy Corn

Action: Move

Requires: 1 band aid

Properties: Heal 20 Hp, one time use. Can be shot threw a dart gun or sling shot for ranged healing.

Giant Pixie Sticks

Action: Move

Requires: 1 band aid

Properties: You gains +6 to your initiative and heal 20 HP. One time use. You may not eat any more candy this Battle.

## Cards

Cards can be added to any weapon or armor. Cards are Greater items.

Level	Name	Type	Price
1	Bulbasura	Armor/ Weapon	500
1	Charmander	Armor/ Weapon	500
1	Squirtle	Armor/ Weapon	500
1	Caterpie	Armor/ Weapon	500
1	Weedle	Armor/ Weapon	500
1	Pidgey	Armor/ Weapon	500
1	Rattata	Armor/ Weapon	500
1	Ekans	Armor/ Weapon	500
1	Picahu	Armor/ Weapon	500
2	jigglypuff	Armor/ Weapon	800
2	Hitmonlee	Armor/ Weapon	800
2	Hitmonchan	Armor/ Weapon	800
2	Bill	Armor	1000
2	Sonrlax	Armor/ Weapon	1000
4	Articuno	Armor/ Weapon	2000
4	Zapdos	Armor/ Weapon	2200
4	Moltres	Armor/ Weapon	2200
4	Mew	Armor/ Weapon	3200
5	Mew Two	Armor/ Weapon	3400
5	Gyarados	Weapon	5000
5	Charizard	Weapon	5000

Bulbasura <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack add an on going + 5 poison damage plus any other effect (save ends).
Charmander <b>Armor:</b> +1 Vs fire damage saves <b>Weapon:</b> Hit: when you hit with a basic attack add an on going + 5 Fire damage plus any other effect (save ends).
Squirtle <b>Armor:</b> +1 to your knock down saves <b>Weapon:</b> Hit: when you hit with a basic attack push the target 1 square away.
Caterpie <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack you also slow the target.
Weedle <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack the target counts as being marked.
Pidgey <b>Armor:</b> +1 Will <b>Weapon:</b> Effect: +1 bonus to your attack power.
Rattata <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack you deal +5 damage.
Ekans <b>Armor:</b> +1 vs your poison Saves

<b>Weapon:</b> Hit: when you hit with a basic attack you deal an on going +5 poison damage (save ends)
Picahu <b>Armor:</b> +1 vs your lighting saving throws. <b>Weapon:</b> Hit: when you hit with a basic attack add an on going + 5 lighting damage plus any other effect (save ends).
Jigglypuff <b>Armor:</b> +1 vs your sleep saving throws. <b>Weapon:</b> Hit: when you hit with a basic attack the target is asleep (save ends)
Hitmonlee <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack you deal +7 damage.
Hitmonchan <b>Armor:</b> +1 AC <b>Weapon:</b> Hit: when you hit with a basic attack you deal +7 damage.
Bill <b>Armor:</b> Daily Power: you may recharge one of your or an adjacent allies Battle powers.
Sonrlax <b>Armor:</b> +2 vs your sleep saving throws <b>Weapon:</b> Hit: when you hit with a basic attack add Sleep plus any other effect (save ends).
Articuno <b>Armor:</b> +2 vs your ice saving throws <b>Weapon:</b> Hit: when you hit with a basic attack the target takes an ongoing 5 ice damage and is slowed (save ends both).
Zapdos <b>Armor:</b> +2 vs your lightning saving throws <b>Weapon:</b> Hit: when you hit with a basic attack the target takes an ongoing 5 lighting damage and is stunned (save ends both).
Moltres <b>Armor:</b> +2 vs your fire saving throws <b>Weapon:</b> Hit: when you hit with a basic attack the target takes an ongoing 5 Fire damage and is knocked down (save ends both).
Mew <b>Armor:</b> Enhance: Healing +1 <b>Weapon:</b> Battle Power: you may give one adjacent ally within 5 squares 2d6 shielding.
Mew Two <b>Armor:</b> Enhance: Will +1 <b>Weapon:</b> Daily Power: You may Dominate one enemy.
Gyarados <b>Weapon:</b> Battle power: Hit: when you hit with a ranged or melee basic attack you may use this power 2[W] Water damage, cone 2 (Ranged) Close cone 2(Melee).
Charizard <b>Weapon:</b> Battle Power: Hit: when you hit with a ranged or melee basic attack you may use this power Blast 2(ranged) Close Blast 2(melee), 2[W] Fire damage.

## Off Hand Items

**Greater Items**

**Epic Items**

Lvl	Name	Hds	Price	Lvl	Name	Hds	Price	Lvl	Name	Hds	Price	Lvl	Name	Hds	Price
1	Big bouncy ball +1	1	100	6	Big bouncy ball +2	1	350	11	Big bouncy ball +3	1	600	14	Big bouncy ball +4	1	1100
1	Ball of accuracy +1	1	100	6	Ball of accuracy +2	1	350	11	Ball of accuracy +3	1	600	14	Ball of accuracy +4	1	1100
1	Lucky Dice +1	1	100	6	Lucky Dice +2	1	350	11	Lucky Dice +3	1	650	14	Lucky Dice +4	1	1100
1	Glass Ball +1	1	100	6	Glass Ball +2	1	380	11	Glass Ball +3	1	650	14	Glass Ball +4	1	1150
1	The gold leaf of more +1	1	100	6	The gold leaf of more +2	1	380	11	The gold leaf of more +3	1	650	14	The gold leaf of more +4	1	1150
1	Ball of Sanguian +1	1	100	6	Ball of Sanguian +2	1	380	11	Ball of Sanguian +3	1	650	14	Ball of Sanguian +4	1	1150
1	Big bouncy ball +1	1	100	6	Big bouncy ball +2	1	380	11	Big bouncy ball +3	1	650	14	Big bouncy ball +4	1	1150
1	Ball of gravity +1	1	100	6	Ball of gravity +2	1	380	11	Ball of gravity +3	1	700	14	Ball of gravity +4	1	1200
1	Ball of Drastic bouncing +1	1	100	7	Ball of Drastic bouncing +2	1	380	11	Ball of Drastic bouncing +3	1	700	14	Ball of Drastic bouncing +4	1	1200
1	Ball of Evasiveness+1	1	100	7	Ball of Evasiveness+2	1	380	11	Ball of Evasiveness+3	1	700	14	Ball of Evasiveness+4	1	1300
1	Barbie microphone +1	1	100	7	Barbie microphone +2	1	400	11	Barbie microphone +3	1	700	14	Barbie microphone +4	1	1330
2	Atari controller +1	1	200	7	Atari controller +2	1	400	11	Atari controller +3	1	700	14	Atari controller +4	1	1330
2	Barbie+1	1	200	7	Barbie+2	1	400	11	Barbie+3	1	700	14	Barbie+4	1	1400
2	Can of communication +1	1	200	7	Can of communication +2	1	400	11	Can of communication +3	1	750	14	Can of communication +4	1	1400
2	Nes controller +1	1	200	8	Nes controller +2	1	400	11	Nes controller +3	1	750	14	Nes controller +4	1	1500
2	Dirt clod of might +1	1	200	8	Dirt clod of might +2	1	400	11	Dirt clod of might +3	1	750	14	Dirt clod of might +4	1	1500
2	Ice Cream +1	1	250	8	Ice Cream +2	1	450	12	Ice Cream +3	1	750	14	Ice Cream +4	1	1500
2	Play doh +1	1	250	8	Play doh +2	1	450	12	Play doh +3	1	800	15	Play doh +4	1	1500
2	Rock of power +1	1	250	8	Rock of power +2	1	450	12	Rock of power +3	1	800	15	Rock of power +4	1	1600
2	Rock of smashing +1	1	250	8	Rock of smashing +2	1	450	12	Rock of smashing +3	1	800	15	Rock of smashing +4	1	1600
2	Game boy +1	1	250	8	Game boy +2	1	480	12	Game boy +3	1	800	15	Game boy +4	1	1700
3	Sega controller +1	1	250	8	Sega controller +2	1	480	12	Sega controller +3	1	800	15	Sega controller +4	1	1700
3	Lego ball +1	1	280	8	Lego ball +2	1	480	12	Lego ball +3	1	880	15	Lego ball +4	1	1800
3	Snes controller +1	1	280	9	Snes controller +2	1	480	12	Snes controller +3	1	880	15	Snes controller +4	1	1900
3	Psone controller +1	1	280	9	Psone controller +2	1	480	12	Psone controller +3	1	880	15	Psone controller +4	1	1900
3	Sega genesis controller +1	1	280	9	Sega genesis controller +2	1	480	12	Sega genesis controller +3	1	880	15	Sega genesis controller +4	1	1900
3	N64 controller +1	1	280	9	N64 controller +2	1	480	12	N64 controller +3	1	900	15	N64 controller +4	1	2000
4	Sega Saturn controller +1	1	280	9	Sega Saturn controller +2	1	500	13	Sega Saturn controller +3	1	900	15	Sega Saturn controller +4	1	2000
4	Cube controller +1	1	300	9	Cube controller +2	1	500	13	Cube controller +3	1	900	15	Cube controller +4	1	2000
4	Game boy advance +1	1	300	9	Game boy advance +2	1	500	13	Game boy advance +3	1	900	15	Game boy advance +4	1	2000
4	Sega dream cast controller +1	1	300	9	Sega dream cast controller+2	1	500	13	Sega dream cast controller+3	1	950	15	Sega dream cast controller+4	1	2200
5	Xbox controller +1	1	300	10	Xbox controller +2	1	500	13	Xbox controller +3	1	950	15	Xbox controller +4	1	2200
5	Ps2 controller +1	1	300	10	Ps2 controller +2	1	500	13	Ps2 controller +3	1	950	15	Ps2 controller +4	1	2200
5	Psp +1	1	300	10	Psp +2	1	550	13	Psp +3	1	950	15	Psp +4	1	2200
5	Wii controller +1	1	300	10	Wii controller +2	1	550	13	Wii controller +3	1	1000	15	Wii controller +4	1	2200
5	Nds +1	1	320	10	Nds +2	1	550	13	Nds +3	1	1000	15	Nds +4	1	2300
5	Ps3 controller +1	1	320	10	Ps3 controller +2	1	550	13	Ps3 controller +3	1	1000	15	Ps3 controller +4	1	2300
5	Xbox 360 controller +1	1	320	10	Xbox 360 controller +2	1	550	13	Xbox 360 controller +3	1	1000	15	Xbox 360 controller +4	1	2400
5	N3ds +1	1	350	10	N3ds +2	1	600	13	N3ds +3	1	1000	15	N3ds +4	1	2500

<b>Big bouncy ball</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Ball of accuracy</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power (Battle):</b> Simple action, you may use this power before or after a power attack roll, add 1 to your attack roll.
<b>Lucky Dice</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power:</b> Simple action, you may use this power before or after a power attack roll, add 1d6 to your power attack roll if a 1 is rolled the attack automatically misses.
<b>Glass Ball</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> +2AC if you are weakened while holding this item the Glass Ball is broken and the item is destroyed.
<b>The gold leaf of more</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> + 5% more gold leaves.
<b>Ball of Sanguin</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power (Daily):</b> Deal 1d6 + Intelligence modifier damage to each weakened creature within 5 squares of you.
<b>Ball of gravity</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power (Daily):</b> Simple action. Until the end of your next turn, any attack that hits a flying creature within 10 squares of you also forces that creature to gently fall 10 squares. If a descent of that distance would bring the creature to ground, it lands knocked down but takes no damage from the fall.
<b>Ball of Drastic bouncing</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power (Daily):</b> Simple action. You can use this power when an enemy within 10 squares of you drops to 0 hit points or fewer. Immobilize (save ends) a different enemy within 10 squares of you.
<b>Ball of Evasiveness</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power (Daily):</b> Immediate Interrupt. You can use this power when an enemy within 10 squares of you successfully recharges a power. Instead, the recharge fails and you regain the use of an expended Battle power.
<b>Barbie microphone</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Atari controller</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> Simple action, when you use the Bolt of Chaos the second attack does 1d10 damage.
<b>Barbie</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Can of communication</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Nes controller</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> When using the M&Ms power you may target two monsters.
<b>Dirt clod of might</b>
<b>Enhancement:</b> Attack rolls or damage rolls
<b>Properties:</b> +2 to your strength
<b>Ice Cream</b>
<b>Enhancement:</b> Attack rolls or damage rolls
<b>Properties:</b>
<b>Play doh</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> +2 to your build skill.
<b>Rock of power</b>
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Properties:</b> +2 to your Perform skill
<b>Rock of smashing</b>

<b>Enhancement:</b> Attack rolls and damage rolls
<b>Power:</b> Once per day you can use this power to change your basic melee attack to a close blast 1.
<b>Game boy</b>
<b>Enhancement:</b> +1 level for every plus to the Bolt of chaos Gamer power
<b>Sega controller</b>
<b>Enhancement:</b> +1 level for every plus to the Biting Storm Pirate power
<b>Lego ball</b>
<b>Enhancement:</b> +1 to for plus to ether your Strength, Dexterity or charisma. You may only choose one enhancement type after that the enchantment is permanent
<b>Snes controller</b>
<b>Enhancement:</b> +1 level for every plus to the Dragon Shot Gamer power
<b>Psone controller</b>
<b>Enhancement:</b> +1 level for every plus to the M&Ms Gamer power
<b>Sega genesis controller</b>
<b>Enhancement:</b> +1 level for every plus to the Reflect Gamer power
<b>N64 controller</b>
<b>Enhancement:</b> +1 level for every plus to the Fire Aura Gamer power
<b>Sega Saturn controller</b>
<b>Enhancement:</b> +1 level for every plus to the Lighting Shield Gamer power
<b>Cube controller</b>
<b>Enhancement:</b> +1 level for every plus to the Storm of Swords Pirate power
<b>Game boy advance</b>
<b>Enhancement:</b> +1 level for every plus to the Five Storms Pirate power
<b>Sega dream cast controller</b>
<b>Enhancement:</b> +1 level for every plus to the Fire Ball Gamer power
<b>Xbox controller</b>
<b>Enhancement:</b> +1 level for every plus to the A.Y.B.A.B.T.U Gamer power
<b>Ps2 controller</b>
<b>Enhancement:</b> +1 level for every plus to the BFG Gamer power
<b>Psp</b>
<b>Enhancement:</b> +1 level for every plus to the Poison Breath Gamer power
<b>Wii controller</b>
<b>Enhancement:</b> +1 level for every plus to the Ride The Lightning Gamer power
<b>Nds</b>
<b>Enhancement:</b> +1 level for every plus to the Thunder Push Gamer power
<b>Ps3 controller</b>
<b>Enhancement:</b> +1 level for every plus to the GARRR! Pirate power
<b>Xbox 360 controller</b>
<b>Enhancement:</b> +1 level for every plus to the Ya Irry Land Lober Pirate power
<b>N3ds</b>
<b>Enhancement:</b> +1 level for every plus to the Game Shark Gamer power

## Arms

**Shields :** Shields require both a free hand and arm to use. The Shield bonus applies to both AC.

Minor Items			Greater			Epic Items		
Lvl	Name	\$	Lvl	Name	\$	Level	Name	
1	News paper shield +1	200	7	Plastic bracers +2	800	11	Dreadnoughts shield +3	
1	Leafy Shield +1	220	7	Toilet paper bracers +2	800	11	Leafy Bracers of massive damage +3	
1	Stick Shield +1	300	8	Lego Bracers +2	850	11	Plastic bracers +3	
2	Card board Bracers of Might +1	510	8	News paper shield +3	850	12	Toilet paper bracers +3	
2	Pillow Bracers of Perfect Shot +1	520	8	Leafy Shield +3	850	12	Lego Bracers +3	
2	Cardboard shield +1	520	8	Stick Shield +3	850	12	News paper shield +4	
2	Stuffed animal Shield of protection +1	520	8	Card board Bracers of Might +3	850	12	Leafy Shield +4	
2	Stick Bracers +1	520	8	Pillow Bracers of Perfect Shot +3	850	12	Stick Shield +4	
2	Plastic Toy Shield +1	550	8	Cardboard shield +3	850	13	Card board Bracers of Might +4	
3	Card board Bashing shield +1	550	9	Stuffed animal Shield of protection +3	900	13	Pillow Bracers of Perfect Shot +4	
3	Paper Bracers of Defense +1	550	9	Stick Bracers+3	900	13	Cardboard shield +2	
3	Pillow Shield of Defiance +1	600	9	Plastic Toy Shield +3	910	13	Stuffed animal Shield of protection +4	
3	Guardians Shield +1	600	10	Card board Bashing shield +3	920	13	Stick Bracers+4	
3	Dreadnoughts shield +1	650	10	Paper Bracers of Defense +3	920	13	Plastic Toy Shield +4	
3	Leafy Bracers of massive damage +1	650	10	Pillow Shield of Defiance +3	950	13	Card board Bashing shield +4	
4	Plastic bracers +1	650	10	Guardians Shield +3	950	13	Paper Bracers of Defense +4	
4	Toilet paper bracers +1	650				13	Pillow Shield of Defiance +4	
4	Lego Bracers +1	700				14	Guardians Shield +4	
4	News paper shield +2	700				14	Dreadnoughts shield +4	
4	Leafy Shield +2	700				15	Leafy Bracers of massive damage +4	
4	Stick Shield +2	700				15	Plastic bracers +4	
4	Card board Bracers of Might +2	710				15	Toilet paper bracers +4	
4	Pillow Bracers of Perfect Shot 2	710				15	Lego Bracers +4	
4	Cardboard shield +2	710				15	Lego Shield	
4	Stuffed animal Shield of protection +2	710				15	Imaginary Shield	
5	Stick Bracers +2	710						
5	Plastic Toy Shield +1	710						
5	Card board Bashing shield +2	710						
5	Paper Bracers of Defense +2	720						
5	Pillow Shield of Defiance +2	720						
5	Guardians Shield +2	750						
6	Dreadnoughts shield +2	750						
6	Leafy Bracers of massive damage +2	800						

### News paper shield

**Shield Bonus:** 1 Light

**Enhancement:** AC

**Property:** +1 to your intelligence

### Leafy Shield

**Shield Bonus:** 1 Light

**Enhancement:** AC

**Property:** +1 to AC when weakened

### Stick Shield

**Shield Bonus:** 2 Medium

**Enhancement:** AC

**Property:** +1 to your strength

### Card board Bracers of Might

**Enhancement:** Damage

**Property:** you gain a item bonus to your attack power equal to the items enhancement.

### Pillow Bracers of Perfect Shot

**Enhancement:** Attack Power

**Property:** When you hit with a basic ranged attack, you gain a bonus to damage equal to the items enhancement.

### Cardboard Shield

**Shield Bonus:** 2 Heavy

**Enhancement:** AC

**Property:** +5 shielding when you are weakened

### Stuffed animal Shield of protection

**Shield Bonus:** 2 Heavy

**Enhancement:** AC

**Power (Daily):** Move action. You and an adjacent ally gain resist 5 to all damage until the end of your next turn.

### Stick Bracers

**Enhancement:** AC

**Property:** When you hit with a melee attack, you gain a bonus to damage equal to the items enhancement.

### Plastic Toy Shield

**Shield Bonus:** 2 Medium

**Enhancement:** AC

**Power (Daily):** use when charging, you gain a + 5 damage bonus to your charging attack.

### Card board Bashing shield

**Shield Bonus:** 2 Heavy

**Enhancement:** AC

**Power Daily:** Simple action. Use this power when you hit an enemy with a melee attack. Push the enemy 1d2 squares after applying the attack's effects.

### Paper Bracers of Defense

**Enhancement:** Fort

**Power Daily:** Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 5.

### Pillow Shield of Defiance

**Shield Bonus:** 2 Heavy

**Enhancement:** AC

**Power Daily:** Immediate Reaction. You can use this power when a critical hit is scored on you. You can spend a band aid + the items enhancement.

<b>Guardians Shield</b>
<b>Shield Bonus:</b> 2 Heavy
<b>Enhancement:</b> AC
<b>Power (Daily):</b> Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead.
<b>Dreadnoughts shield</b>
<b>Shield Bonus:</b> 3 Heavy
<b>Enhancement:</b> AC
<b>Property:</b> You gain resist 5 to all attacks.
<b>Power (Daily):</b> Immediate Interrupt. You can use this power: when you are hit by an AOE or a close attack. Reduce the damage dealt by the attack to you and each adjacent ally by 5.
<b>Leafy Bracers of massive damage</b>
<b>Enhancement:</b> Damage
<b>Power Battle:</b> you gain a item damage bonus equal to $1d4 + \text{item enhancement}$ .
<b>Plastic bracers</b>
<b>Enhancement:</b> Fort
<b>Property:</b> when you are weakened you gain a item bonus to your attack power equal to the items enhancement.
<b>Toilet paper bracers</b>
<b>Enhancement:</b> Willpower
<b>Power Battle:</b> you gain a +5 item bonus to one of your saving throws.
<b>Lego Bracers</b>
<b>Enhancement:</b> you may only pick <u>one</u> of the following and that one can not be changed out for another once picked, Intelligence, wisdom, or charisma.
<b>Power daily:</b> you gain a +2 item bonus to either willpower or AC defense.
<b>Lego Shield</b>
<b>Shield Bonus:</b> 3 Heavy
<b>Power daily:</b> Once per day you may exchange one of your ability modifiers for another (for example you may exchange your wisdom modifier in place of your strength modifier) until the end of the Battle.
<b>Imaginary Shield</b>
<b>Shield Bonus:</b> 4 Any
<b>Power daily:</b> Once per Battle when you are hit by an attack you may shift 1 square.

## Boots

Minor Items		Epic Items			
Lvl	Name	Price	Lvl	Name	Price
2	Boots of acrobatics +1	520	7	Boots of acrobatics +3	750
2	Boots of heroes +1	550	7	Boots of heroes +3	780
2	Boots of sneakyness +1	550	7	Boots of sneakyness +3	780
2	Boots of the cat +1	550	7	Boots of the cat +1	780
2	Boots of friendly terrain +1	550	7	Boots of friendly terrain +3	780
2	Boots of speed +1	550	7	Boots of speed +3	780
2	Steel toe boots +1	600	7	Steel toe boots +3	780
2	Spider climber boots +1	600	7	Spider climber boots +3	780
2	Boots of Spider crushing +1	600	7	Boots of Spider crushing +3	780
2	Boots of walking really far +1	600	8	Boots of walking really far +3	780
3	Leafy boots of explosions +1	600	8	Leafy boots of explosions +3	780
3	Boots of But kicking +1	600	8	Boots of But kicking +3	780
3	Your favorite shoes +1	610	8	Your favorite shoes +3	780
3	Boots of AirWalk +1	610	8	Boots of AirWalk +3	800
3	Cute bunny slippers +1	610	8	Cute bunny slippers +3	800
3	princess shoes +1	610	8	princess shoes +3	800
3	Light up boots of the light +1	610	8	Light up boots of the light +3	800
3	Epic boots of butt kicking +1	610	9	Epic boots of butt kicking +3	800
4	Cute pink bunny slippers +1	610	9	Cute pink bunny slippers +3	800
4	Your favorite shoes +1	630	9	Your favorite shoes +3	800
4	Lego boots +1	630	9	Lego boots +3	820
4	Tinker toy boots +1	630	9	Tinker toy boots +3	820
4	Plastic shin guard (boots) +1	630	9	Plastic shin guard (boots) +3	820
4	Toilet paper boots +1	650	9	Toilet paper boots +3	820
4	Stick shin guard(boots) +1	650	9	Stick shin guard(boots) +3	850
4	Boots of acrobatics +2	650	9	Boots of acrobatics +4	850
4	Boots of heroes +2	650	10	Boots of heroes +4	900
4	Boots of sneakyness +2	650	10	Boots of sneakyness +4	900
4	Boots of the cat +2	650	10	Boots of the cat +1	900
4	Boots of friendly terrain +2	700	10	Boots of friendly terrain +4	900
4	Boots of speed +2	700	10	Boots of speed +4	900
5	Steel toe boots +2	700	10	Steel toe boots +4	910
5	Spider climber boots +2	700	11	Spider climber boots +4	910
5	Boots of Spider crushing +2	700	11	Boots of Spider crushing +4	910
5	Boots of walking really far +2	700	11	Boots of walking really far +4	910
5	Leafy boots of explosions +2	720	12	Leafy boots of explosions +4	1000
5	Boots of But kicking +2	720	12	Boots of But kicking +4	1000
5	Your favorite shoes +2	720	12	Your favorite shoes +4	1000
5	Boots of AirWalk +2	720	13	Boots of AirWalk +4	1000
5	Cute bunny slippers +2	720	13	Cute bunny slippers +4	1000
5	princess shoes +2	720	13	princess shoes +4	1050
5	Light up boots of the light +2	720	13	Light up boots of the light +4	1050
5	Epic boots of butt kicking +2	720	13	Epic boots of butt kicking +4	1050
5	Cute pink bunny slippers +2	750	13	Cute pink bunny slippers +4	1050
5	Your favorite shoes +2	750	13	Your favorite shoes +4	1050
6	Lego boots +2	750	13	Lego boots +4	1100
6	Tinker toy boots +2	750	14	Tinker toy boots +4	1100
6	Plastic shin guard (boots) +2	750	14	Plastic shin guard (boots) +4	1100

6	Toilet paper boots +2	750	14	Toilet paper boots +4	1100
6	Stick shin guard(boots) +2	750	14	Stick shin guard(boots) +4	1100

<b>Boots of acrobatics</b> Enhancement: Movement Property: Gain a +1 item bonus to Acrobatics checks. Power: Stand up from knock down.
<b>Boots of heroes</b> Enhancement: Movement Property: Gain a +1 item bonus to your Search
<b>Boots of sneakyness</b> Enhancement: Movement Power Battle. Gain a +2 power bonus to Movement and Stealth checks until the end of your turn.
<b>Boots of the cat</b> Enhancement: Movement Property: Gain a +1 item bonus to your AC
<b>Boots of friendly terrain</b> Enhancement: Movement Property: you are never slowed by difficult terrain.
<b>Boots of speed</b> Enhancement: Movement Property: Gain a +2 item bonus to your initiative
<b>Steel toe boots</b> Enhancement: Movement Property: Gain a +1 item bonus to your AC.
<b>Spider climber boots</b> Enhancement: Movement Property: When you make an Athletics check to climb, you can climb at your normal speed instead of one-half your speed. Power Daily: Move Action. On this move action, you move with a climb speed equal to your speed.
<b>Boots of spider crushing</b> Enhancement: Movement Property: you do 1d6 extra damage to spiders on a hit.
<b>Boots of walking really far</b> Enhancement: Movement Property: Gain a +2 item bonus to movement.
<b>Leafy boots of explosions</b> Enhancement: Movement Property: you gain a +1 power attack bonus when using AOE type powers. Power (Battle): you gain the fire ball power from the Gamers powers.
<b>Boots of butt kicking</b> Enhancement: Movement Property: you gain a +1 power attack bonus when flanking a monster. Power (Battle): you do 2d4 extra damage to an creature that is facing away from you or that is flanked.
<b>Your favorite shoes</b> Enhancement: Movement Power (daily): you gain a +1 to all your defenses until the end of the Battle.
<b>Boots of AirWalk</b> Enhancement: Movement Property: You take no damage from a fall and always land on your feet. Power (Daily): Move Action. Fly a number of squares equal to your speed. At the end of your turn, you float down to the ground if you aren't already there.
<b>Cute bunny slippers</b> Enhancement: Movement Power Daily: Move Action. Teleport up to 5 squares (line of sight to the destination is required).
<b>Princess shoes</b> Enhancement: Movement Property: +1 for every plus on the enhancement to diplomacy
<b>Light up boots of the light</b> Property: you count as having a light source Power Daily: simple action, once per day you may use this power to inflict an extra 1d4 + boots enhancement light damage to a adjacent monster.
<b>Epic boots of butt kicking</b> Property: you gain a +2 power attack bonus when flanking a monster. Power (Battle): you do 2d4+ boots enhancement extra damage to an creature that is facing away from you or that is flanked.
<b>Lego boots</b> Enhancement: Movement Property: Choose one: +1 to your movement or +1 to your initiative Power Daily: once per day you may use this power to switch one of your defense bonus for another until the end of the battle.
<b>Tinker toy boots</b> Enhancement: Movement Property: +5 Building
<b>Plastic shin guard (boots)</b> Enhancement: Movement Property: +1 AC Power Daily: Guard: Immediate interrupt, Trigger: you are hit by an attack the targets your AC, Effect: you gain a +1 to your AC until the end of the battle
<b>Toilet paper boots</b> Enhancement: Movement Property: Water damage reduction 5
<b>Stick shin guard (boots)</b> Enhancement: Movement Property: +2 AC

## Gloves

### Greater Items

Level	Name	Price
1	Glove of doing dishes	500
1	Gloves of snow throwing	500
1	Glove of weed pulling	500
2	Sock Gloves	550
2	Gym Sock Gloves	600
2	Rainbow Sock Gloves	650
3	Pillow Gloves of Power	680
3	Gauntlets of weapon smithing	700
3	Gauntlets of armor smithing	730
4	Gloves of haste	800
4	Gloves of Healing	800
5	Cardboard Gloves of paper cuts	1000
5	Glow in the dark gloves	1000
5	Gloves of leafy poison	1000
6	Ninja Gloves	1800
6	Gauntlets of the weapons master	2000
7	Light up gauntlets of shadow bane	2400
8	Gloves of Pushing	2400
10	Leafy gloves of destruction	2600
11	Princess gloves	2800
11	News paper gloves of paper cuts	3000
12	Barbie gloves	3200
12	Captains gloves	3400
12	Dads work gloves	3600
13	Blanket gauntlets	3800
13	Lego gloves	4000
14	Tinker toy gauntlets	4200
14	Plastic gauntlets	4400
15	Toilet paper gloves	4600
15	Stick gauntlets	4800

#### Glove of doing dishes

**Property:** you gain a +2 bonus to your athletics when swimming

#### Gloves of snow throwing

**Property:** you gain a +2 attack power when using throwing weapons

#### Glove of weed pulling

**Property:** you gain a +1 item bonus to your AC.

#### Sock Gloves

**Property:** your weapons gain the Brutal 1 special rule

#### Gym Sock Gloves

**Property:** your weapons gain the poison 1 special rule

#### Rainbow Sock Gloves

**Property:** your weapons gain bleed 1, poison 1, and burn 1 special rule.

#### Pillow Gloves of Power

**Property:** Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

**Power Daily:** Simple action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

#### Gauntlets of weapon smithing

**Property:** you gain a +2 bonus to your building when making enhancement rolls.

#### Gauntlets of Armor smithing

**Property:** you gain a +2 bonus to your building when making enhancement rolls.

#### Gloves of haste

**Property:** you gain a +1 item bonus to your initiative rolls.

#### Gloves of healing

**Property:** You gain a +5 item bonus to your heal skill.

#### Cardboard Gloves of paper cuts

**Power (Daily):** Move Action. Until the end of the Battle, your attacks ignore any resistance of 10 or lower.

#### Glow in the dark gloves

**Property:** Move action. these gloves maybe pressed against a object to cause a glowing hand print to be imprinted on it. The hand print lights up to 10x10 squares for 1 hour or 1 Battle.

**Power (daily):** When you hit a monster you may add +1d6 light damage.

#### Gloves of leafy poison

**Power (Daily):** When you hit a monster you may add a ongoing 5 poison damage (save ends).

#### Ninja Gloves

**Property:** Gain a +3 item bonus to lock picking checks.

**Power Daily:** Minor Action. Each time you make a Lock picking check during this turn, roll twice and take the higher result.

#### Gauntlets of the weapons master

**Property:** the wearer of the gauntlet can store a single weapon he is holding in the gauntlets. When he does so, a image of that weapon appears on the gauntlet's. You can store up to 10 weapons in the gauntlets in this way. Retrieving a weapon requires the wearer to touch the image of the weapon he wants. Doing so is a Simple action.

#### Light up gauntlets of shadow bane

**Property:** when you hit a shadow monster you may add 1d10 light damage and an ongoing 5 light damage (save ends) to the target.

#### Gloves of pushing

**Property:** Add 1 square to the distance of any push effect you create.

#### Leafy gloves of destruction

**Property:** When rolling damage on melee attacks, re-roll all 1s until they come up as something other than a 1.

#### Princess gloves

**Property:** + 1 to Diplomacy, Intimidate, Preform

#### Newspaper gloves of paper cuts

<b>Power (daily)</b> Paper cut: Immediate interrupt, Trigger: you are hit by a melee attack, Effect: Deal 2d6 damage to the attacker.
<b>Barbie gloves</b> <b>Property:</b> +4 to your Preform Skill
<b>Captains gloves</b> <b>Property:</b> +1 to the level of <b>Hurricane Shout</b> Pirate power
<b>Dads work gloves.</b> <b>Property:</b> +1 to the level of <b>Bossy</b> Dad/Mom power
<b>Blanket gauntlets</b> <b>Property:</b> +4 to your Sneak Skill
<b>Lego gloves</b> <b>Property:</b> +1 to either Constitution, wisdom or intelligence. You may only choose one ability bonus when you equip this item.
<b>Tinker toy gauntlets</b> <b>Property:</b> +2 to the level of <b>Cleave</b> Warrior power
<b>Plastic gauntlets</b> <b>Property:</b> +2 to the level of <b>Covering attack</b> Warrior power
<b>Toilet paper gloves</b>
<b>Stick gauntlets</b> <b>Property:</b> +3 to the level of <b>Thicket of Blades</b> Warrior power

## Helm

### Greater Items

Level	Name	Price
3	Fake afro	1000
4	Baseball helmet	1200
4	Football helmet	1300
4	Tin Foil helm	1500
4	Cowboy hat	1500
5	Horned helm	1800
7	Circlet of bossiness	2600
8	Leafy helm of acuity	3400
9	Pillow helm of battle	4200
10	Cardboard helm of battle	5000
10	Paper crow of command	5000
10	Imaginary helm of heroes	5000
11	Cardboard helm of resistance	5500
11	Iron man mask	6000
12	Paper mask of hiding	7000
12	Princess crown	8000
13	Barbie sun glasses	9000
13	Barrie crown	10000
13	Blanket hat	11000
14	Lego helm	12000
14	tinker toy helm	13000
14	Stick crown	15000
15	Leafy crown	16000
15	Flower crown of snappy dragons	17000
15	Flower ring of golden poppies	18000

<b>Fake afro</b> <b>Property:</b> +1 Will +1 Perform
<b>Baseball helmet</b> <b>Property:</b> +1 AC
<b>Football helmet</b> <b>Property:</b> +2 AC, +1 , -1 Listen and Spot
<b>Tin Foil helm</b> <b>Property:</b> +2 Will
<b>Cowboy hat</b> <b>Property:</b> +2 Charisma, +2 Blind save
<b>Horned Helm</b> <b>Property:</b> Your charge attacks deal an extra 1d6 damage.
<b>Circlet of bossyness</b> <b>Property:</b> You gain a +2 item bonus to Diplomacy checks and Intimidate check
<b>Leafy helm of acuity</b> <b>Item Slot:</b> Head <b>Property:</b> Gain a +2 item bonus to Listen and spot checks
<b>Pillow helm of battle</b> <b>Property:</b> You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.
<b>Cardboard helm of battle</b> <b>Item Slot:</b> Head <b>Property:</b> You and each ally within 5 squares of you gain a +1 item bonus to attack rolls.
<b>Paper crown of command</b> <b>Property:</b> Gain a +4 item bonus to Diplomacy checks and Intimidate checks. <b>Power Daily:</b> Simple action. You can use this power when you or an ally within 5 squares of you rolls a poor Diplomacy or Intimidate check. You or the ally re-rolls the check and uses the new result.
<b>Imaginary helm of heroes</b> <b>Property:</b> You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects. <b>Power Daily:</b> Simple action. Use this power when you grant an ally uses a basic attack. The ally gains a +2 power bonus to any damage rolls made during that attack.
<b>Cardboard helm of resistance</b> <b>Property:</b> Gain a +4 resistance to all damage.

<b>Iron man mask</b>
<b>Property:</b> +2 AC and +2 Fortt
<b>Power Daily:</b> Simple action,Laser vision: Close Line 8, target all monsters in line, Attack: Int vs AC, Hit: 2d8+Int modifier damage. No crit.
<b>Paper mask of hiding</b>
<b>Property:</b> +4 sneak
<b>Princess crown</b>
<b>Property:</b> +4 Intimidate +4 Diplomacy
<b>Barbie sun glasses</b>
<b>Property:</b> +4 Perform
<b>Barrie crown</b>
<b>Property:</b> +2 Intimidate +2 Diplomacy +2 perform
<b>Blanket hat</b>
<b>Property:</b> +2 Sneak
<b>Power Daily:</b> You count as being invisible until the end of your next turn or until you make an attack.
<b>Lego helm</b>
<b>Property:</b> +1 AC. At the beginning of a battle you may choose to give yourself +2AC until the end of your next turn or, your all you allies within 5 squares of you +1 AC until the end of your next turn.
<b>Tinker toy helm</b>
<b>Property:</b> +4 Building. You also gain +2 to your rolls when trying to enhance a item.
<b>Stick crown</b>
<b>Property:</b> +2 AC. Immediate interrupt: Trigger: when you are hit by a Melee attack, Effect: the attacker takes 1d6 damage.
<b>Leafy crown</b>
<b>Property:</b> +1 to the range and size of your AOE powers
<b>Flower crown of snap dragons</b>
<b>Daily Power: Dragons Breath:</b> Minor action, Range: close cone 3, Target: all in cone, Attack: Dexterity vs. AC, Hit: 3D8
<b>Flower ring of golden poppies</b>
<b>Daily Power:</b> When you expend a hero dice to add to an attack roll you may roll a 1D10 instead of 1D6

## Neck Items

### Minor Items

Level	Name	Price
1	Amulet of protection +1	360
1	Amulet of Acrobatics +1	370
1	Amulet of Athletics +1	370
1	Amulet of diplomat +1	370
2	Amulet of Endurance +1	370
2	Amulet of Healing +1	370
2	Necklace of Dreams +1	370
2	Necklace of Hearing +1	380
2	Cloak of nature +1	380
2	Amulet of Looking +1	380
2	Necklace of seeing +1	380
2	Necklace of rocking +1	380
2	Cape of the dungeon delver +1	400
2	Amulet of the liar +1	400
2	Cloak of war +1	400
3	Amulet of quite walking +1	400
3	Amulet of nimble fingers +1	400
3	Amulet of bob +1	420
3	Cape of scary faces +1	420
3	Amulet of tracking +1	420
3	Amulet of health +1	520
3	Cloak of resistance+1	520
3	Amulet of strength+1	680
4	Amulet of wisdom +1	680
5	Blanket cape of protection +1	1800
5	Amulet of protection +2	2200
5	Amulet of Acrobatics +2	2200
5	Amulet of Athletics +2	2200
5	Amulet of diplomat +2	2200
5	Amulet of Endurance +2	2200
5	Amulet of Healing +2	2200
5	Necklace of Dreams +2	2200
5	Necklace of Hearing +2	2200
5	Cloak of nature +2	2300
5	Amulet of Looking +2	2300
5	Necklace of seeing +2	2300
5	Necklace of rocking +2	2300
5	Cape of the dungeon delver +2	2300
5	Amulet of the liar +2	2300
5	Cloak of war +2	2300
6	Amulet of quite walking +2	2350
6	Amulet of nimble fingers +2	2350
6	Amulet of bob +2	2350
6	Cape of scary faces +2	2400
6	Amulet of tracking +2	2400
7	Amulet of health +2	2600
7	Cloak of resistance+2	2600
8	Amulet of strength+2	2600
8	Amulet of wisdom +2	3400
9	Blanket cape of protection +2	3400

### Greater items

Level	Name	Price
9	Amulet of protection +3	3600
9	Amulet of Acrobatics +3	3600
9	Amulet of Athletics +3	3600
9	Amulet of diplomat +3	3600
9	Amulet of Endurance +3	3600
9	Amulet of Healing +3	3600
9	Necklace of Dreams +3	3600
9	Necklace of Hearing +3	3600
9	Cloak of nature +3	3600
9	Amulet of Looking +3	3650
9	Necklace of seeing +3	3650
9	Necklace of rocking +3	3650
9	Cape of the dungeon delver +3	3650
10	Amulet of the liar +3	3700
10	Cloak of war +3	3700
10	Amulet of quite walking +3	3700
10	Amulet of nimble fingers +3	3700
10	Amulet of bob +3	3700
10	Cape of scary faces +3	3700
10	Amulet of tracking +3	3700
10	Amulet of health +3	4200
10	Cloak of resistance+3	9000
10	Amulet of strength+3	10500
10	Amulet of wisdom +3	10500
10	Blanket cape of protection +3	10500
10	Towel cloak of escape +4	13000
10	Cloak of invisibility +4	13000
10	Guardians blanket cape +4	17000
11	Princess necklace +4	17000
11	Blanket Cape +4	17000
11	Necklace of spiky bits +4	17500
11	Newspaper necklace +4	17500
11	Toilet paper necklace +4	17800
11	Lego necklace +4	18000
11	Plastic necklace +4	18050
12	Amulet of protection +4	18200
12	Amulet of Acrobatics +4	18200
12	Amulet of Athletics +4	18200
12	Amulet of diplomat +4	18200
12	Amulet of Endurance +4	18200
12	Amulet of Healing +4	18200
12	Necklace of Dreams +4	18200
12	Necklace of Hearing +4	18200
12	Cloak of nature +4	18200
12	Amulet of Looking +4	18200
12	Necklace of seeing +4	18200
12	Necklace of rocking +4	18200
12	Cape of the dungeon delver +4	18200
13	Amulet of the liar +4	18200

13	Cloak of war +4	18200
13	Amulet of quite walking +4	18500
13	Amulet of nimble fingers +4	18500
13	Amulet of bob +4	19000
13	Cape of scary faces +4	19000
13	Amulet of tracking +4	19000
13	Amulet of health +4	19500
13	Cloak of resistance+4	19500
13	Amulet of strength+4	19500
14	Amulet of wisdom +4	19500
14	Blanket cape of protection +4	20000

## Epic Items

Level	Name	Price
14	Towel cloak of escape +5	22000
14	Cloak of invisibility +5	23000
15	Guardians blanket cape +5	23000
15	Princess necklace +5	23000
15	Blanket Cape +5	23000
15	Necklace of spiky bits +5	23000
15	Newspaper necklace +5	23000
15	Toilet paper necklace +5	23200
15	Lego necklace +5	23200
15	Plastic necklace +5	23500

<b>Amulet of protection</b> Item Slot: Neck Enhancement: AC, and Will	<b>Item Slot:</b> Neck <b>Enhancement:</b> intimidate skill
<b>Amulet of Acrobatics</b> Item Slot: Neck Enhancement: Acrobatics skill	<b>Amulet of tracking</b> Item Slot: Neck Enhancement: tracking skill
<b>Amulet of Athletics</b> Item Slot: Neck Enhancement: Athletics skill	<b>Amulet of health</b> Item Slot: Neck Enhancement: AC, and Will Property: Gain resist 5 poison.
<b>Amulet of diplomat</b> Item Slot: Neck Enhancement: Diplomacy skill	<b>Cloak of resistance</b> Item Slot: Neck Enhancement: AC, and Will Power (Daily): simple Action. Gain resist 5 to all damage
<b>Amulet of Endurance</b> Item Slot: Neck Enhancement: Endurance skill	<b>Amulet of strength</b> Item Slot: Neck Enhancement: Strength, constitution
<b>Amulet of Healing</b> Item Slot: Neck Enhancement: Healing skill	<b>Amulet of wisdom</b> Item Slot: Neck Enhancement: Wisdom, charisma
<b>Necklace of Dreams</b> Item Slot: Neck Enhancement: Dreams Skill	<b>Blanket cape of protection</b> Item Slot: Neck Enhancement: AC, and Will Property: Gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.
<b>Necklace of Hearing</b> Item Slot: Neck Enhancement: Spot Skill	<b>Towel cloak of escape</b> Item Slot: Neck Enhancement: AC, Power (Daily): Move Action. Choose an ally you can see. You disappear from the world until the start of your next turn, at which point you appear in any unoccupied space within 5 squares of the chosen ally.
<b>Cloak of nature</b> Item Slot: Neck Enhancement: Nature skill	<b>Cloak of invisibility</b> Item Slot: Neck Enhancement: AC, and Will Power Daily: Move Action. You become invisible until the end of the Battle or until you are hit by a melee attack or a ranged attack.
<b>Amulet of Looking</b> Item Slot: Neck Enhancement: Search skill	<b>Guardians blanket cape</b> Item Slot: Neck Enhancement: AC, and Will Power Daily: Move Action. Teleport to the space of an ally within 10 squares of you; that ally simultaneously teleports to your original space. You need not have line of sight to the ally's space.
<b>Necklace of seeing</b> Item Slot: Neck Enhancement: Spot skill	<b>Princess necklace</b> Item Slot: Neck Enhancement: diplomacy, attack power Property: when ever you score a critical hit against a monster the enhancement from this item is doubled until the end of the Battle.
<b>Necklace of rocking</b> Item Slot: Neck Enhancement: Perform skill	<b>Blanket Cape</b> Item Slot: Neck Enhancement: Sneak, AC Power daily: change your movement to fly 7 until the end of your next turn.
<b>Cape of the dungeon delver</b> Item Slot: Neck Enhancement: dungeoneering skill	<b>Necklace of spiky bits</b> Item Slot: Neck Enhancement: attack power, damage Property: when ever you score a critical hit against a monster the enhancement from this item is doubled until the end of the Battle.
<b>Amulet of the liar</b> Item Slot: Neck Enhancement: Bluff skill	<b>Newspaper necklace</b> Item Slot: Neck Enhancement: AC, Power Battle: you may re-roll one missed attack.
<b>Cloak of war</b> Item Slot: Neck Enhancement: Warfare skill	<b>Toilet paper necklace</b> Item Slot: Neck Enhancement: Will Power Battle: you gain a +5 power bonus to one saving throw.
<b>Amulet of quite walking</b> Item Slot: Neck Enhancement: Sneak skill	<b>Lego necklace</b> Item Slot: Neck Enhancement: Choose one of the fallowing once you choose the enhancement is permanent: strength, constitution, dexterity, intelligence, wisdom, charisma.
<b>Amulet of nimble fingers</b> Item Slot: Neck Enhancement: lock picking and traps skill	<b>Plastic necklace</b> Item Slot: Neck Enhancement: AC, Property: you gain a bonus to your AC equal to the items enhancement bonus when you are weakened.
<b>Amulet of bob</b> Item Slot: Neck Enhancement: building skill	
<b>Cape of scary faces</b>	

## Rings

Level	Name	Price	Level	Name	Price
2	Ring of strength	520	8	Greater Ring of friendship	4600
2	Ring of Health	520	8	Greater Dungeon Ring	4600
2	Ring of Dexterity	520	8	Greater Ring of Building	4600
2	Ring of wisdom	520	8	Greater Ring of band aid regeneration	4800
2	Ring of intelligence	520	8	Greater Ring of great swimming	4800
2	Ring of charisma	520	9	Greater Ring of life sucking	4800
3	Ring of friendship	600	9	Greater Ring of protection	5000
3	Dungeon Ring	600	10	Greater Ring of Light	5200
3	Ring of Building	600	10	Greater Ring of regeneration	5500
3	Ring of blinding	700	10	Greater Ring of invisibility	8000
4	Ring of free movement	720	11	Princess ring	8200
4	Ring of the ram	750	11	Ring of ones	8500
5	Ring of mind protection	1000	11	Epic Ring of strength	9000
5	Ring of band aid regeneration	1500	11	Epic Ring of Health	9000
5	Ring of true sight	3000	12	Epic Ring of Dexterity	9000
5	Ring of great swimming	3200	12	Epic Ring of wisdom	9000
5	Ring of fast stabbing	3200	12	Epic Ring of intelligence	9000
5	Ring of life sucking	3600	12	Epic Ring of charisma	9000
5	Ring of transportation	3800	12	Ring of twos	9200
5	Ring of delay	3800	12	Epic Ring of friendship	9200
6	Ring of protection	4000	13	Epic Dungeon Ring	9200
6	Ring of Light	4000	13	Epic Ring of Building	9500
6	Ring of regeneration	4200	13	Epic Ring of band aid regeneration	9500
7	Ring of invisibility	4500	13	Epic Ring of protection	10000
7	Greater Ring of strength	4600	13	Epic Ring of regeneration	10000
7	Greater Ring of Health	4600	14	Lego ring	11000
7	Greater Ring of Dexterity	4600	15	Plastic ring	11000
8	Greater Ring of wisdom	4600	15	Toilet paper ring	11000
8	Greater Ring of intelligence	4600	15	Leafy ring of mass destruction	13000
8	Greater Ring of charisma	4600	15	Ring of threes	15000

<b>Ring of strength</b> Property: Gain +1 Strength
<b>Ring of Health</b> Property: Gain +5 Health
<b>Ring of Dexterity</b> Item Slot: Ring Property: Gain +1 Dexterity
<b>Ring of wisdom</b> Property: Gain +1 Wisdom
<b>Ring of intelligence</b> Property: Gain +1 Intelligence
<b>Ring of charisma</b> Property: Gain +1 charisma
<b>Ring of friendship</b> Property: +2 to your diplomacy skill
<b>Dungeon ring</b> Property: +2 to your dungeoneering skill
<b>Ring of building</b> Property: +2 to your Building skill
<b>Ring of blinding</b> Property: +1 to your search and spot skills.

Power (daily): you may blind one creature within 6 squares of you (save ends).
<b>Ring of free movement</b> Property: you may use this ring up to three times a day.
<b>Power (daily)</b> : you do not take penalties from being slowed, and when immobilized your movement is instead decreased by half.
<b>Ring of the ram</b> Property: when charging at a monster you gain a +2 to your attack power.
<b>Ring of mind protection</b> Property: +2 to your willpower defense.
<b>Ring of regeneration</b> Property: You gain regeneration 2.
<b>Ring of true sight</b> Property: You gain a +2 to your search and spot skills
<b>Power (Battle)</b> : you gain a +5 bonus to saving throws vs blind.
<b>Ring of great swimming</b> Property: +8 to your endurance skill checks when swimming.
<b>Ring of fast stabbing</b> Property: you may use this ring up to three times a day.
<b>Power (Battle)</b> : you may add 1d6 damage on a successful hit against a monster.
<b>Ring of life sucking</b> Power (daily): target monster must make a saving throw (DC 25) if the target fails you do 2d4 damage to the target.
<b>Ring of transportation</b> Property: +2 to your sneak skill
<b>Power (daily)</b> : you may move up to 5 squares away without provoking attacks of opportunity.
<b>Ring of delay</b> Property: +2 to your listen skill
<b>Power (daily)</b> : you delay one condition (Sleep, blind, deaf, etc...) for 5 rounds.
<b>Ring of protection</b> Property: Gain a +1 item bonus to saving throws.
<b>Power (Daily)</b> : Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +2 power bonus to a single defense score against the attack.
<b>Ring of Light</b> Property: Gain a +2 item bonus to Perception checks.
<b>Power Daily</b> : Minor Action. Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment.
<b>Ring of band aid regeneration</b> Property: Gain a +3 item bonus to your Band aid value.
<b>Power Daily</b> : Move Action. Regain one healing surge you've already used today.
<b>Ring of invisibility</b> Property: Gain a +2 item bonus to Stealth checks.
<b>Power Daily</b> : Move Action. Become invisible until the end of your next turn.
<b>Greater Ring of strength</b> Property: +2 strength
<b>Greater Ring of Health</b> Property: +10 health
<b>Greater Ring of Dexterity</b> Property: +2 dexterity
<b>Greater Ring of wisdom</b> Property: +2 wisdom
<b>Greater Ring of intelligence</b> Property: +2 intelligence
<b>Greater Ring of charisma</b> Property: +2 charisma
<b>Greater Ring of friendship</b> Property: +4 diplomacy skill
<b>Greater Dungeon Ring</b> Property: +4 to your dungeoneering skill
<b>Greater Ring of Building</b> Property: +4 to your building skill
<b>Greater Ring of band aid regeneration</b> Property: Gain a +4 item bonus to your Band aid value.
<b>Power Daily</b> : Move Action. Regain 2 healing surge you've already used today.
<b>Greater Ring of great swimming</b> Property: +10 to your endurance skill checks when swimming.
<b>Greater Ring of life sucking</b> Power (daily): target monster must make a saving throw (DC 30) if the target fails you do 4d4 damage to the target.
<b>Greater Ring of protection</b> Property: Gain a +2 item bonus to saving throws.
<b>Power (Daily)</b> : Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +3 power bonus to a single defense score against the attack.
<b>Greater Ring of Light</b> Property: Gain a +2 item bonus to Perception checks.
<b>Power (Daily)</b> : Minor Action. Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment.
<b>Greater Ring of regeneration</b> Property: You gain regeneration 4.
<b>Greater Ring of invisibility</b> Property: Gain a +4 item bonus to Stealth checks.
<b>Power (Daily)</b> : Move Action. Become invisible until the end of your next turn.
<b>Princess ring</b> Property: You gain a +2 item bonus to your diplomacy and attack power.
<b>Ring of ones</b>

<b>Property:</b> You gain +1 to one of the following: Strength, constitution, intelligence, dexterity, wisdom, charisma.
<b>Epic Ring of strength</b> <b>Property:</b> +3 strength
<b>Epic Ring of Health</b> <b>Property:</b> +15 Hp
<b>Epic Ring of Dexterity</b> <b>Property:</b> +3 dexterity
<b>Epic Ring of wisdom</b> <b>Property:</b> +3 Wisdom
<b>Epic Ring of intelligence</b> <b>Property:</b> +3 Intelligence
<b>Epic Ring of charisma</b> <b>Property:</b> +3 charisma
<b>Ring of two</b> <b>Property:</b> You gain +2 to two of the following: Strength, constitution, intelligence, dexterity, wisdom, charisma.
<b>Epic Ring of friendship</b> <b>Property:</b> +5 diplomacy skill
<b>Epic Dungeon Ring</b> <b>Property:</b> +5 to your dungeoneering skill
<b>Epic Ring of Building</b> <b>Property:</b> +5 to your building skill
<b>Epic Ring of band aid regeneration</b> <b>Property:</b> Gain a +5 item bonus to your Band aid value. <b>Power Daily :</b> Move Action. Regain 3 healing surge you've already used today.
<b>Epic Ring of protection</b> <b>Property:</b> Gain a +2 item bonus to saving throws.
<b>Power (Daily):</b> Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +4 power bonus to a single defense score against the attack.
<b>Epic Ring of regeneration</b> <b>Property:</b> You gain regeneration 5.
<b>Lego ring</b> <b>Property:</b> you may choose two of the following the enhancement the become permanent: +1 to your , constitution, willpower or, AC.
<b>Plastic ring</b> <b>Property:</b> You gain a +1 to your AC when you are weakened.
<b>Toilet paper ring</b> <b>Power (daily):</b> you may re-roll one missed attack with a attack power bonus of + 2
<b>Leafy ring of mass destruction</b> <b>Property:</b> +1 attack power. <b>Power:</b> when you make a critical hit against a monster you deal an extra 1d6 damage to all adjacent creatures from target monster.
<b>Ring of threes</b> <b>Property:</b> You gain +3 to three of the following: Strength, constitution, intelligence, dexterity, wisdom, charisma.

## Waist Items

Lvl	Name	Price	Lvl	Name	Price
2	Belt of strength	510	11	Greater Leafy Belt of momentum	4000
2	Belt of dexterity	510	11	Greater Toilet paper belt of holding crap	4000
2	Belt of intelligence	510	11	Greater Flower belt of dancing	4100
2	Belt of thunderous charging	700	11	Greater Belt of Beating	4100
2	Belt of the monkey	800	11	Greater Belt of awesome flipping	4100
2	Belt of vigor	900	11	Greater Rope of the shadows	4150
2	Belt of healing	1000	11	Greater Spiderman belt	4150
2	Rope of the serpent	1000	11	Greater Hulk belt	4300
2	Belt of wisdom	1000	11	Greater Superman belt	4300
2	Rope of the shadows	2000	12	Epic Belt of strength	4500
5	Spiderman belt	2500	12	Epic Belt of dexterity	4500
5	Hulk belt	2500	12	Epic Belt of intelligence	4500
5	Superman belt	3500	12	Epic Belt of thunderous charging	4500
5	Batman belt	3500	13	Epic Belt of the monkey	4500
5	Leafy Belt of momentum	3500	13	Epic Belt of vigor	4500
6	Toilet paper belt of holding crap	3600	13	Epic Belt of healing	4600
6	Flower belt of dancing	3600	13	Epic Rope of the serpent	4600
6	Belt of Beating	3600	14	Epic Belt of wisdom	4600
7	Belt of awesome flipping	3600	14	Epic Rope of the shadows	4700

10	Greater Belt of strength	3800	14	Epic Spiderman belt	4800
10	Greater Belt of dexterity	3800	14	Epic Hulk belt	4800
10	Greater Belt of intelligence	3800	14	Epic Superman belt	4800
10	Greater Belt of thunderous charging	3800	14	Epic Batman belt	4800
10	Greater Belt of the monkey	3800	15	Epic Leafy Belt of momentum	5000
10	Greater Belt of vigor	3800	15	Epic Toilet paper belt of holding crap	5000
10	Greater Belt of healing	4000	15	Epic Flower belt of dancing	5000
10	Greater Rope of the serpent	4000	15	Epic Belt of Beating	5100
10	Greater Belt of wisdom	4000	15	Epic Belt of awesome flipping	5100
10	Greater Batman belt	4000			

<b>Belt of strength</b> <b>Property:</b> Gain a +2 item bonus to Strength.
<b>Belt of dexterity</b> <b>Property:</b> Gain a +2 item bonus to Dexterity.
<b>Belt of intelligence</b> <b>Property:</b> Gain a +2 item bonus to intelligence.
<b>Belt of thunderous charging</b> <b>Property:</b> Gain a +1 item bonus to your attack power when charging
<b>Belt of the monkey</b> <b>Property:</b> Gain a +1 item bonus to your dexterity and a +1 to your acrobatics.
<b>Belt of vigor</b> <b>Property:</b> You gain a +5 to your max health.
<b>Belt of healing</b> <b>Property:</b> You gain a +1 item bonus to your band aid value.
<b>Rope of the serpent</b> <b>Property:</b> you gain a +1 to your fort and a +1 when trying to escape a grab.
<b>Belt of wisdom</b> <b>Property:</b> You gain a +2 item bonus to your wisdom value.
<b>Rope of the shadows</b> <b>Property:</b> You gain a +2 item bonus to your willpower when fighting shadows.
<b>Spiderman belt</b> <b>Property:</b> Gain a +3 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).
<b>Hulk belt</b> <b>Power Daily:</b> Gain resist 5 to all weapon damage until the end of your next turn.
<b>Superman belt</b> <b>Property:</b> Gain a +3 item bonus to Athletics checks and Strength skill checks (but not Strength attacks).
<b>Power Daily:</b> Simple action. Gain a +10 power bonus to all melee damage rolls until the start of your next turn.
<b>Batman belt</b> <b>Property:</b> This belt can hold up to 15 items
<b>Leafy Belt of momentum</b> <b>Property:</b> you gain a +1 to your movement when wearing this belt
<b>Toilet paper belt of holding crap</b> <b>Property:</b> You can hold up to 15 items and count as having the quick draw trick.
<b>Flower belt of dancing</b> <b>Property:</b> you gain a +2 to your Perform skill
<b>Belt of Beating</b> <b>Property:</b> You gain a +1 attack power <b>Power Daily:</b> when you hit a monster you may activate this belt to deal an extra 1d6 damage
<b>Belt of awesome flipping</b> <b>Property:</b> +4 item bonus to your acrobatics and athletics skills.
<b>Greater Belt of strength</b> <b>Property:</b> +3 strength
<b>Greater Belt of dexterity</b> <b>Property:</b> +3 dexterity
<b>Greater Belt of intelligence</b> <b>Property:</b> +3 intelligence
<b>Greater Belt of thunderous charging</b> <b>Property:</b> Gain a +3 item bonus to your attack power when charging
<b>Greater Belt of the monkey</b> <b>Property:</b> Gain a +2 item bonus to your dexterity and a +2 to your acrobatics.
<b>Greater Belt of vigor</b> <b>Property:</b> You gain a +10 to your max health.
<b>Greater Belt of healing</b> <b>Property:</b> You gain a +2 item bonus to your band aid value.
<b>Greater Rope of the serpent</b> <b>Property:</b> you gain a +2 to your fort and a +2 when trying to escape a grab.
<b>Greater Belt of wisdom</b> <b>Property:</b> You gain a +3 item bonus to your wisdom value.
<b>Greater Batman belt</b>

<b>Property:</b> This belt can hold up to 20 items
<b>Greater Leafy Belt of momentum</b>
<b>Property:</b> you gain a +2 to your movement when wearing this belt
<b>Greater Toilet paper belt of holding crap</b>
<b>Property:</b> you can hold up to 20 items and count as having the quick draw Trick
<b>Greater Flower belt of dancing</b>
<b>Property:</b> you gain a +2 to your Perform skill
<b>Greater Belt of Beating</b>
<b>Property:</b> You gain a +1 attack power
<b>Power Daily:</b> when you hit a monster you may activate this belt to deal an extra 1d6 damage
<b>Greater Belt of awesome flipping</b>
<b>Property:</b> +5 item bonus to you acrobatics and athletics skills.
<b>Greater Rope of the shadows</b>
<b>Property:</b> You gain a +3 item bonus to your willpower when fighting shadows.
<b>Greater Spiderman belt</b>
<b>Property:</b> Gain a +4 item bonus to Athletics checks and Strength skill checks (but not Strength attacks).
<b>Greater Hulk belt</b>
<b>Property:</b> +2 strength
<b>Power Daily:</b> Gain resist 5 to all weapon damage until the end of your next turn.
<b>Greater Superman belt</b>
<b>Property:</b> Gain a +4 item bonus to Athletics checks and Strength skill checks (but not Strength attacks).
<b>Power Daily:</b> Simple action. Gain a +15 power bonus to all melee damage rolls until the start of your next turn.
<b>Epic Belt of strength</b>
<b>Property:</b> +4 strength
<b>Epic Belt of dexterity</b>
<b>Property:</b> +4 dexterity
<b>Epic Belt of intelligence</b>
<b>Property:</b> +4 intelligence
<b>Epic Belt of thunderous charging</b>
<b>Property:</b> Gain a +4 item bonus to your attack power when charging
<b>Epic Belt of the monkey</b>
<b>Property:</b> Gain a +3 item bonus to your dexterity and a +3 to your acrobatics.
<b>Epic Belt of vigor</b>
<b>Property:</b> You gain a +15 to your max health.
<b>Epic Belt of healing</b>
<b>Property:</b> You gain a +2 item bonus to your band aid value.
<b>Epic Rope of the serpent</b>
<b>Property:</b> You gain a +2 to your AC and a +2 when trying to escape a grab.
<b>Epic Belt of wisdom</b>
<b>Property:</b> +4 Wisdom
<b>Epic Rope of the shadows</b>
<b>Property:</b> You gain a +4 item bonus to your willpower when fighting shadows.
<b>Epic Spiderman belt</b>
<b>Property:</b> Gain a +5 item bonus to Athletics checks and Strength skill checks (but not Strength attacks)
<b>Epic Hulk belt</b>
<b>Property:</b> +3 strength
<b>Power Daily:</b> Gain resist 10 to all weapon damage until the end of your next turn.
<b>Epic Superman belt</b>
<b>Property:</b> Gain a +5 item bonus to Athletics checks and Strength skill checks (but not Strength attacks).
<b>Power Daily:</b> Gain a +20 power bonus to all melee damage rolls until the start of your next turn.
<b>Epic Batman belt</b>
<b>Property:</b> This belt can hold any amount of items you wish.
<b>Epic Leafy Belt of momentum</b>
<b>Property:</b> you gain a +3 to your movement when wearing this belt
<b>Epic Flower belt of dancing</b>
<b>Property:</b> you gain a +3 to your Perform skill
<b>Power Daily:</b> you gain the doge trick until the end of the Battle
<b>Epic Belt of Beating</b>
<b>Property:</b> You gain a +1 attack power
<b>Power Daily:</b> when you hit a monster you may activate this belt to deal an extra 1d6 damage
<b>Epic Belt of awesome flipping</b>
<b>Property:</b> +5 item bonus to you acrobatics and athletics skills.
<b>Power Battle:</b> you may double the skill bonus from this item.

## Temporary Tattoos

You may have up to two tattoos at one time. Tattoos must be applied outside a battle Battle and will wear off at the end of the day. All tattoos count as Battle powers unless specified otherwise. Greater items.

Lvl	Name	Effect	Price
10	Bat Tattoo	You count as having Dark Vision	100
10	Bear Tattoo	+ 2 Damage until the end of the Battle.	50
10	Bull Tattoo	+4 Strength	200
10	Dark Tattoo	Melee attack: Dominate +10 vs. Will Hit: 2d6 Damage and the target is dominated (save ends)	500
10	Dragon tattoo	+2 strength +2 Will	400
10	Dragon Fire Tattoo	Close cone 5 +10 vs. AC 3d12 + 8 fire damage. Miss: Half damage.	500
10	Earth Tattoo	Close Wall 3 Target: all in the wall +10 vs. Will Hit: 1d10 + 8 Earth damage and the targets are pushed back 1 square.	500
10	Fire Tattoo	Range 10 Blast 2 Target: all in the blast +10 vs. Will Hit: 1d10 + 8 Fire damage.	300
10	Gold Chest Tattoo	10 % more Gold for you, from this Battle	200
10	Hawk Tattoo	Gain the Flight ability until the end of the Battle.	100
Lvl	Name	Effect	Price
10	Light Tattoo	Target: One Ally in 5 squares Hit: The target uses a Band Aid +1d8	120
10	Lighting Tattoo	Ranged 10 Target: One creature Attack: +10 vs. AC Hit: 2d10 light damage, and each monster adjacent to the target takes light damage equal to your Charisma modifier.	500
10	Rose Tattoo	Immediate interrupted Trigger: you are hit by a melee attack Effect: you deal 5 damage to the attacker	200
10	Skull Tattoo	+ 2 attack power until the end of the Battle	150
10	Snake Tattoo	Ongoing 5 poison damage (save Ends)	200
10	Tiger Tattoo	+ 1 AC until the end of the Battle.	100
10	Turtle Tattoo	+ 1 AC until the end of the Battle	100
10	Water Tattoo	Range 10 Blast 2 Target: all in the blast +10 vs. Will Hit: 1d10 + 8 Water damage and the targets are pushed back 2 squares.	500
10	Wind Tattoo	Range 10 Blast 2 Target: all in the blast +10 vs. Will Hit: 1d10 + 8 Wind damage and the targets are pushed back 2 squares.	500
10	Wolf Tattoo	+2 vs your sneak checks	100

## Race Specific Items

Greater items

Level	Name	Slot	Price	Race
1	Dog Caller	Neck	50	Dog
1	Dog Tags of fire	Caller	450	Dog
1	Dog Tags of Ice	Caller	450	Dog
1	Dog Tags of Water	Caller	450	Dog
1	Dog Tags of Light	Caller	450	Dog
1	Cat Caller	Neck	50	Cat
1	Cat Tags of Ice	Caller	450	Cat
1	Cat Tags of fire	Caller	450	Cat
1	Cat Tags of Water	Caller	450	Cat
1	Cat Tags of Light	Caller	450	Cat
1	AI	N/a	500	Robot
1	Inferred vision	N/a	500	Robot
1	Gears	N/a	500	Robot
1	Wheels	Feet	600	Robot
1	Hydraulics	N/a	600	Robot
1	Nuclear Reactor	N/a	1000	Robot
1	Bananas	1 hand	450	Monkey
1	Ray Gun	1 hand	500	Alien
1	Big Ray Gun	2 hand	800	Alien
1	Really Big Ray Gun	2 hand	1200	Alien
1	Improved Teleporter	N/a	1500	Alien
1	Flower power	1 hand	500	Butterfly
1	Razor Claws	1 hand	500	Lion
1	Sharper Teeth	N/a	450	Dinosaur
1	Sharper Claws	1 hand	500	Dinosaur
1	Thicker Skin	N/a	800	Dinosaur

Dog Caller +1 Charisma Holds up to 2 Dog Tags
Cat Caller +1 Charisma Holds up to 2 Cat Tags
Dog Tags of fire Range 10 Battle Power: Fire Intelligence vs. AC Hit: 2d6 fire damage and an on going 5 fire damage
Dog Tags of Ice Range 10 Intelligence vs. AC Hit: 1D6 Ice damage and the target is immobilized
Dog Tags of Water Range 10 Intelligence vs. AC Hit: 1D6 Water damage and the target is Knocked down
Dog Tags of Light Range 10 Intelligence vs. AC Hit: 1D6 Light damage and an ongoing 5 light damage
Cat Tags of Ice Range 10 Intelligence vs. AC Hit: 1D6 Ice damage and the target is immobilized
Cat Tags of fire Range 10 Battle Power: Fire Intelligence vs. AC Hit: 2d6 fire damage and an on going 5 fire damage
Cat Tags of Water Range 10 Intelligence vs. AC Hit: 1D6 Water damage and the target is Knocked down
Cat Tags of Light Range 10 Intelligence vs. AC Hit: 1D6 Light damage and an ongoing 5 light damage
Inferred Vision + 1 to all ranged attacks
AI +1 Intelligence, wisdom and charisma
Gears + 1 Dexterity
Wheels + 1 movement
Hydraulics +2 Strength
Nuclear Reactor + 10 HP

Bananas Range 5 + strength modifier Hit: 2d6 + dexterity modifier damage and the target is knocked down if he tries moves on his turn
Ray Gun Range 12 Hit: 2d8 Effect: if a critical hit is scored the target takes damage equal to 1/4 his maximum hit points.
Big Ray Gun Range 12 Hit: 3d8 Effect: if a critical hit is scored the target takes damage equal to 1/4 his maximum hit points.
Really Big Ray Gun Range 12 Hit: 3d8 Effect: if a critical hit is scored the target takes damage equal to 1/2 his maximum hit points.
Improved Teleporter You may teleport up to 7 squares
Flower power Battle Power Flame Thrower Close cone 3 Target: all in cone Dexterity vs. AC Hit: 2d6 + Dexterity modifier fire damage
Razor Claws Melee weapon Damage: 2d6 + strength modifier damage
Sharper Teeth + 5 Melee Damage
Sharper Claws + 5 Melee Damage
Thicker Skin +1 to Ac and fortitude

## The Forge

In order to make or enhance any items you must have a Bob the builder builders kit, this comes with everything you need to get started making and enhancing your gear to make even more awesome.

**Name:** **Cost:**  
 Bob the builder builders kit: 100GI  
 Salad tongs  
 Plastic hammer

### Material List

Name:	Needed to make:	Smelter:	Ore Price
Block of Lego bricks:	Needed to make Lego items	Break into 1 lego ingot	
Bebee ore:	Needed to make bebee ammunition	Melt in to 2 beebes ingot	10
Cardboard tubes ore:	needed to make cardboard tube items.	Smelt into 1 cardboard tube ingots.	50
Cardboard box ore:	needed to make cardboard items.	Smelt into 2 cardboard ingots.	60
Dark ore:	needed to make things dark.	Burn into 1 dark dust.	100
Earth ore:	needed to make things earthy.	Burn into 1 earth dust.	100
Fire ore:	needed to make things fiery.	Burn into 1 fiery ash.	100
Foam ore:	need to make foam items.	Smelt into 4 foam ingots.	50
Frozen Peas ore:	Needed to make pea ammunition	Thaw into 2 peas ingot	10
Ice ore:	need to make things icey.	Freeze into 1 ice dust.	100
Imaginarium:	needed to make imaginary items..	Smelt into 1 imaginary ingot	600
Lego Brick ore:	Needed to make lego ammunition	Disassemble into 1 lego ingot	
Light ore:	needed to make things light.	Burn into 1 light dust.	100
Paper ore:	needed to make paper items	Cut into 4 paper ingots	20
Poison ore:	needed to make things poisiony.	Crush into 1 poison dust.	100
Pots and pans ore:	needed pots and pan items.	Smelt into 3 pots and pans ingots	50
Paper clip ore:	needed to make paper clip armor.	Smelt into 2 paper clip ingots	60
Plastic ore:	needed to make plastic items.	Smelt into 3 plastic ingots.	50
Pillow ore:	needed to make pillow items.	Smelt into 2 pillow ingots.	60
Rocks ore:	needed to make rock ammo.	Break into 4 rock ingots	10
Rubber ball	needed to make rubber items.	Smelt into 1 rubber	45

ore:		ingot.	
Sticks ore:	needed to make almost everything.	Cut into 4 stick ingots	5
Stuffed animals ore:	needed to make stuffed animal items.	Fluff into 2 stuffed animal ingots.	80
Sugar ore:	for enhancing items.	Bake into 1 sugar dust	200
Towel ore:	needed to make tower whip.	Smelt into 2 towel ingots	50
Tape measure ore.	needed to make ruler swords	Smelt into 3 tape measure ingots.	50
Underwear ore:	need to make a sling shot, or rubber bands.	Stretch into 4 underwear ingots.	45
Water ore:	needed to make things watery.	Dry into 1 water dust.	100
Water bottle:	needed to forge a water gun.	Fill into 2 water bottle ingots.	10

### Basic Armor

Item Leve l	Name	Armo r Bonus	Movemen t Penalty	Require d MAT	Building Skill level requiremen t	Type
1	Leafy Armor	1	0	8 stick ingots	3	Any
1	Paper Bag Armor	2	0	8 Paper ingots	3	Light
1	Pillow Armor	4	0	6 Pillow ingots	3	Mediu m
1	Foot Ball Armor	5	-1	4 Plastic ingots 2 pillow ingots	3	Mediu m
2	Cardboar d Armor	6	-1	4 cardboar d box ingots	4	Heavy
2	Paper Clip Chain Mail	8	-1	4 paper clip ingots	4	Heavy
Leve l	Shields	Shield Bonus				Type
1	Leafy Shield	1	0	6 stick ingots 1 cardboar d box ingots	3	Light

## Advanced Armor

Advanced armor can only be made if you are trained in building, or if you have taken the armor smithing Trick

Level	Name	Armor Bonus	Movement Penalty	Required MAT	Building Skill level requirement	Special	Type
3	Leafy Armor of the Earth	2	0	8 stick ingots, 1 earth dust	10	Resist psychical damage 2	Light
3	Red Paper Clip Chain Mail	8	+1	4 paper clip ingots, 1 Sugar	10		Heavy
3	Paper Bag armor of Burning	3	0	8 paper ingots, 1 fire ash	10	+ 2 fire damage to all your attacks	Light
3	Plastic Armor of Braking	4	0	6 Plastic ingots, 1 Imaginarium	10	+ 1 strength	Medium
4	Pillow Armor of Sneak	4	0	8 Pillow ingots	11	+1 to your sneak checks	Medium
4	Pots and Pans Armor of Banging	6	-2	6 Pots and pans ingots, 2 sticks ingots	11	+ 2 attack power, - 2 sneak	Heavy
5	Foot Ball Armor of Crushing	5	-1	6 Plastic ingots 4 pillow ingots	12	+ 4 damage when charging	Medium
5	Reinforced Cardboard Armor of Plastics	6	-1	4 cardboard box ingots, 4 plastic ingots	12	+2 Fort	Heavy
5	Plastic Plate Mail Armor	4	0	10 Plastic ingots	12	+2 AC	Medium
6	Leafy Armor of Destruction	2	0	8 stick ingots, 1 sugar dust	14	The first time a monster is hit by you they get a -2AC	Light
7	Paper Clip Chain Mail of Binding	8	-1	4 paper clip ingots, 2 stick ingots	14	+4 when attempting a grab	Heavy
7	Cardboard Plate Armor	6	-1	8 cardboard box ingots,	14	+2 AC	Heavy
8	Mithral Paper Clip Chain Mail	8	0	4 paper clip ingots, 1 imaginariun ingot, 1 sugar	15	+ 2 attack power	Medium
10	Imaginary Armor	14	0	4 imaginariun ingots	16		Any
10	Imaginary Armor of the unknown hero	14	0	6 imaginariun ingots, 1 sugar dust	17	+ 1 to AC, , and Willpower	Any
Level	Shields	Shield Bonus	Movement Penalty	Required MAT		Special	Type
3	Leafy Shield of the Earth	1	0	6 stick ingots 1 cardboard box ingots	10	Resist psychical damage 2	Light
3	Pillow Shield	1	0	4 pillow ingots	10		Heavy
4	Pillow Shield of Dark	1	0	4 pillow ingots, 1 dark dust	12	Resist dark 1	Heavy
4	Pillow Shield of Fire	1	0	4 pillow ingots, 1 fire ash	12	Resist fire 1	Heavy
4	Pillow Shield Ice	1	0	4 pillow ingots, 1 Icc dust	12	Resist ice 1	Heavy
4	Pillow Shield Water	1	0	4 pillow ingots, 1 water dust	12	Resist water 1	Heavy
4	Cardboard Shield	2	0	4 card board box ingots	13		Heavy
5	Leafy Shield of Destruction	2	0	6 stick ingots 1 cardboard ingots, 1 Sugar dust	13	+ 4 damage when charging	Light
10	Imaginary Shield	4	0	4 imaginariun ingots	18		Any

## Basic Weapons

Level	Name	Required MAT	Building skill level required	Type
1	Rubber band ball (30)	1 rubber ingot	3	Ammo
1	Imaginary finger bullets(10)	1 imaginariun ingot	3	Ammo
1	Darts (20)	1 Foam dart ingot	3	Ammo
1	Rocks (20)	1 Rock ingot	3	Ammo
1	Water bottle (20)	1 water bottle ingot	3	Ammo
1	Rubber Dagger (5)	1 rubber ingot	3	Melee/Ranged
1	Single Band Rubber Band Gun	4 stick ingots, 1 rubber ingot	4	Ranged
1	Leafy Staff	4 stick ingots	4	Melee
1	Water Gun	1 stick ingot, 2 water bottle	4	Ranged

		ingots		
1	Sling Shot	1 stick ingot, 1 rubber ingot	4	Ranged
1	Cardboard Tube Staff	2 cardboard tube ingots	4	Melee
2	Stuffed Animal Mace	1 stick ingot, or cardboard tube ingot, 1 stuffed animal ingot	5	Melee
2	Pillow Sword	3 pillow ingots	5	Melee
2	Pillow Throwing Star	2 pillow ingot	5	Ranged
2	Card Board Tube Small Sword	3 cardboard tube ingots	5	Melee
2	Card Board Tube Sword	4 cardboard tube ingots	5	Melee
3	Pillow Mace	1 stick ingot, or cardboard tube ingot, 2 pillow ingot	7	Melee

## Advanced Weapons

Advanced weapons can only be made if your are trained in building, or if you have taken the weapon smithing Trick.

Level	Name	Required MAT	Building skill level required	Special	Type
3	Rubber band ball of snapping (30)	1 rubber ingot, 1 sugar dust	10	+ 3 damage	ammo
3	Imaginary finger bullets of cold (10)	1 imaginarium ingot, 1 ice dust	10	+2 ice damage	ammo
3	Darts of sticking (20)	1 Foam dart ingot, 1 sugar dust	10	+1 attack power	ammo
3	Rocks of light(20)	1 Rock ingot, 1 light dust	10	+ 2 light damage	ammo
3	Water bottle of wetness (20)	1 water bottle ingot, 1 water dust	10	+2 water damage	ammo
3	Rubber Daggers of bouncing (5)	4 rubber ingot	10	+1 attack power	Melee/Ranged
3	Leafy Staff of destruction	4 stick ingots, 1 imaginarium ingot	10	+ 4 range when using a ranged power	Melee
3	Water Gun of fire	1 stick ingot, 2 water bottle ingots, 1 fire ash	10	+2 fire damage	Ranged
3	Ruler Sword of discipline	2 stick ingots, 1 sugar ingot	10	+1 Intelligence	Melee
3	Single Barrel Finger Gun of the light	1 imaginarium, 1 light dust	10	+2 attack power vs shadows	Ranged
3	Cardboard Tube Staff of Power	2 cardboard tube ingots, 1 sugar dust	11	+ 2 damage when using a ranged power	Melee
5	Stuffed Animal Mace of great smashing	1 stick ingot, or cardboard tube ingot, 1 stuffed animal ingot, 1 imaginarium ingot	13	+5 damage when charging	Melee
5	Towel Whip of cracking lighting	2 Towel ingots, 1 light dust	13	+ 1 AC	Melee
5	Pillow Sword of fighting	3 pillow ingots, 1 sugar dust	13	+2 attack power	Melee
5	Poisonous Cardboard Tube Dart Gun	2 cardboard tube ingots, 1 poison dust	13	+3 poison damage	Ranged
5	Leafy Staff of resistance	4 stick ingots, 1 imaginarium	14	resist damage 1	
6	Pillow Warhammer of long smashing	3 pillow ingots, 2 stick ingots, 1 imaginarium ingot	14	Reach +1	Melee
7	Card Board Tube Claymore of hallow filling	4 cardboard tube ingots, 1 sugare dust	15	+ 10% more gold	Melee
8	Double Barrel Finger Gun of long shot	6 imaginarium ingots	16	+ 5 range	Ranged
10	Double Band Rubber band Gun of double shot	6 stick ingots, 3 rubber band ingots, 1 imaginarium ingot	17	On a missed basic attack you may reroll once.	Ranged

## Builder Job item list

Level	Name	Required MAT	Building skill level required	Special	Type		
2	Rubber daggers of sure hit	2 rubber ingots 1 sugar dust	11	+2 attack power	melee		
2	Leafy staff of healing	4 stick ingots, 1 light dust	11	+2 to your healing skill	melee		
2	Water gun of liquid ice	1 stick ingot, 2 water bottle ingots, 1 ice dust	11	+5 ice damage	ranged		
3	Pillow sword of speed	3 pillow ingots, 1 light dust	11	+1 movement	melee		
3	Pillow Mace of smashing	1 stick ingot, or cardboard tube ingot, 2 pillow ingots, 1 dark dust	11	+5 damage	melee		
3	Rubber band gun of giant rubber bands	3 stick ingots, 1 rubber band ingot, 1 imaginarium ingot	11	+1 range, +2 damage	ranged		
5	Beebes	4 Beebe ingots	12	+4 damage	ammunition		
5	Arrows	2 Cardboard tube ingot, 2 plastic ingot	12	+4 damage	ammunition		
5	Darts	2 cardboard tube ingots, 2 foam ingots	12	+4 damage	ammunition		
5	Finger bullets	1 imaginarium	12	+4 damage	ammunition		
5	Legos	1 lego ingot	12	+4 damage	ammunition		
5	Nerf darts	4 foam ingots	12	+4 damage	ammunition		
5	Peas	2 Frozen pea ingots	12	+4 damage	ammunition		
5	Rocks	2 rock ingots	12	+4 damage	ammunition		
5	Rubber bands	1 rubber band ingot	12	+4 damage	ammunition		
5	Water bottles	1 water bottle ingot	12	+4 damage	ammunition		
8	Light Saber of max force	1 stick ingot, 1 cardboard tube ingot, 2 pillow ingots, 1 sugar dust	15	+2 max force/ <b>Brutal 1</b>	melee		
10	Butterfly Sword of fluttering	1 stick ingot, 1 paper ingot, 3 sugar dust	15	+4 attack power/ Healing 10	melee		
10	Gun Hammer of greater smashing	1 cardboard tube ingot, 1 rock ingot, 1 sugar dust, 1 water bottle	15	+12 damage/ <b>Brutal 2</b>	Melee/ ranged		
10	Super soaker of blasting	4 water bottle ingot, 1 Cardboard tube ingot, 1 plastic ingots	15	Blast 1/ <b>Splash 10</b>	ranged		
Level	Name	Armor Bonus	Movement Penalty	Required MAT	Building Skill level requirement	Special	Type
2	House robe armor of mass healing	1	0	1 Imaginarim ingot	12	You can allow all allies with in 3 squares of you to use a band aid.	Light
3	Pillow armor of silent moving	4	-1	5 pillow ingots	11	+ 4 to your sneak skill.	Medium
3	Pots and pan armor of loud banging	5	-1	4Pots and pan ingot, 1 sugar dust.	11	-4 to your sneak and listen skill. +8 to the intimidate skill.	Heavy
6	Plastic armor of power	4	-1	4 plastic ingots, 1 sugar dust	14	You gain 1 extra power point that you may spend on one power. Once the power is chosen you may not choose another.	Medium
8	Paper clip armor of order	8	-4	3 Paper clip ingots, 1 sugar dust, 1 imaginarium	14	Daily Power: all allies may make a immediate shift one square.	Heacy
8	Paper bag armor of cutting	2	0	4 paper armor ingots, 1 poison dust, 1 dark dust	14	Power: immediate interrupt when ever you are hit with a melee attack you may make use this power to deal 1d6 damage to the attacker.	Light

Level	Shields	Shield Bonus	Movement Penalty	Required MAT	Building Skill level requirement	Special	Type
1	Paper shield of healing	1	0	3 paper ingots	11	+4 to your healing skill.	light
2	Rubber shield of bounce	1	0	4 rubber ingots	11	If a monster misses with an melee attack, the attacking monster takes $\frac{1}{4}$ of the damage he would have dealt from that attack.	medium
3	Massive Cardboard Shield	2	-1	6 cardboard ingots	11	+2 AC	Heavy
5	Fire Shield	0	0	4 water dust	14	Gain resistance 10 vs. fire damage	light
5	Dark shield	0	0	4 dark dust	14	Daily power: once per day you may use this to hide from the darkness, you count as being invisible to shadow monsters	light
8	Plastic shield of resistance	3	0	3 plastic ingots, 1 earth dust, 1 ice dust, 1 fire dust, 1 water dust, 1 light dust, 1 dark dust	15	Gain resistance 5 to all elemental damage	Heavy
8	Plastic shield of spiky poison	3	0	1 cardboard box ingot, 2 plastic ingots, 2 poison dust	15	Daily power: once per day you use this power immediate interrupt, when a monster misses you with a melee attack you inflict ongoing 5 poison damage (save ends)	Heavy
10	Sugar coated ice shield	3	0	3 sugar dust, 3 ice dust	18	Gain resistance 10 vs ice damage. Daily power: immediate interrupt, when a monster targets you with a fire weapon, Once per day you may gain immunity vs. fire damage.	Medium

Level	Oddities	Required MAT	Building Skill level requirement	Special
3	Paper Scabbard of sharpening	3 paper ingots 1 sugar dust	13	Once per battle when you draw your weapon from this scabbard you gain a +1 attack power and +1 damage for that battle. This Scabbard can hold any bladed weapon.
3	Paper Scabbard of the Elements	3 paper ingots 1 dust of an element of your choosing	13	Choose one element when you make this item, you may not change it after. Once per battle when you draw your weapon from this scabbard your weapon gains +4 damage in the element it was built with. This Scabbard can hold any bladed weapon.
3	Card board Scabbard of Quick Draw	3 cardboard ingots 1 sugar dust	13	While a weapon is in this scabbard you count as having the Quick Draw Trick for that weapon. This Scabbard can hold any one handed weapon.
3	Holster of More Shooting	3 Plastic ingots 1 sugar dust	13	Once per battle when you draw your weapon from this holster you gain a +1 attack power and +1 damage for that battle. This holster can hold any one handed ranged item.
3	Holster of Speed	3 Plastic ingots 1 rubber ingot	13	You always count as having your weapon out. This holster can hold any one handed ranged item.
3	Sleeping Bag of Healing	5 paper ingots 1 light dust 1 sleeping bag	14	Once per day when you gain a full nights rest you may use this Sleeping bag to gain 1d10 shielding.
3	Sleeping Bag of Fast Sleeping	5 paper ingots 1 sugar dust 1 sleeping bag	14	Once per day you may use this sleeping bag to sleep 2 hours and gain a full nights rest.
3	Sleeping Bag of Temporary Comfort	3 paper ingots 2 cardboard ingots 1 sugar dust 1 sleeping bag	14	Once per day when you gain a full nights rest you may use this Sleeping bag to gain +1 to your will defense until the end of your next battle.
3	Sleeping Bag of Alertness	5 paper ingots 1 Dark dust 1 sleeping bag	14	When sleeping in this bag you can still make search and spot checks as if you were awake, also if you are ambushed while using this bag monsters do not get a surprise attack against you.
3	Lunch Box of Infinite Food	1 Cardboard ingot 1 sugar dust 1 light dust 1 lunch box	14	Every 4 hours the lunch box produces enough for yourself. The lunch box will not produce food unless the owner is in need of it.
3	Long Life Batteries (2)	1 cardboard tube ingot 2 light dust	14	Batteries last two days instead of one.
3	The Perfect Rope	1 imaginarium ingot 1 sugar dust 1 rope	15	This rope is always just the right length for the situation whether its 100 ft or 1. if this rope is cut one end will shrink into nothing while the other end grows back to its normal length, if this rope is exposed to heat it will lose all its properties, become a normal rope, and burn up.

## Enhancement

You can only enhance basic items or items that have been forged by a PC. When ever you attempt a enhancement you must have the right materials (MAT) required, your MATs will be consumed with each attempt even if the enhancement does not succeed. The difficulty increases with the items level and the number of enhancements already on the item. Each enhancement has a stage represented by the roman numerals after the name, for example the Dark I enhancement is a stage one enhancement. The max enhancement stages you can put on one item is 6, so you could put 6 stage one enhancements on one item, like the Dark I enhancement. The Light III enhancement is a stage three so you could only be able to put two on an item. You must have a Bob the builder builders kit in order to attempt any enhancements.

### Determining enhancement DC

To determine the dc of your enhancement first pick the Item you wish to enhance, then select the type of enhancement you want. Make sure you have the appropriate MATs and Gold Leaf for the enhancement, then roll a d20 and add you Building skill. Consult the enhancement chart below adding the DC for the enhancement type , item level, and number of enhancements, if you roll equal to, or greater then the number required the enhancement was successful, if you roll lower then the number required the enhancement has failed, and you loose both the MAT and GL required. If you are trained in building you may re-roll a failed enhancement once per day.

Type of Enhancement	Required MAT	Added DC	Cost	Weapon enhancement effect	Armor enhancement effects
Dark I	1 Dark Dust	1	100	+1 dark damage	Resist dark 1
Fire I	1 Fire Ash	1	100	+1 fire damage	Resist fire 1
Ice I	1 Ice Dust	1	100	+1 Ice damage	Resist ice 1
Light I	1 Light Dust	1	100	+1 light damage	Resist light 1
Poison I	1 Poison Dust	1	100	+1 Poison damage	Resist poison 1
Sugar I	1 Sugar Dust	2	100	+2 damage or +1 attack power	Resist physical 2
Water I	1 Water Dust	1	100	+1 water damage	Resist water 1
Dark II	2 Dark Dust	3	400	+2 dark damage	Resist dark 3
Fire II	2 Fire Ash	3	400	+2 fire damage	Resist fire 3
Ice II	2 Ice Dust	3	400	+2 Ice damage	Resist ice 3
Light II	2 Light Dust	3	400	+2 light damage	Resist light 3
Poison II	2 Poison Dust	3	400	+2 Poison damage	Resist poison 3
Sugar II	2 Sugar Dust	4	400	+4 damage or +2 attack power	Resist physical 4
Water II	2 Water Dust	3	400	+2 water damage	Resist water 3
Dark III	3 Dark Dust	5	1000	+3 dark damage	Resist dark 4
Fire III	3 Fire Ash	5	1000	+3 fire damage	Resist fire 4
Ice III	3 Ice Dust	5	1000	+3 Ice damage	Resist ice 4
Light III	3 Light Dust	5	1000	+3 light damage	Resist light 4
Poison III	3 Poison Dust	5	1000	+3 Poison damage	Resist poison 4
Sugar III	3 Sugar Dust	10	2000	+8 damage or +3 attack power	Resist physical 5
Water III	3 Water Dust	5	1000	+3 water damage	Resist water 4

## Builder job enhancement list

Type of Enhancement	Required MAT	Added DC	Cost	Weapon enhancement effect
Piercing I	2 Poison Dust	1	50	Piercing 1
Splash I	2 Water Dust	1	50	Splash 1
Healing I	2 Light Dust	1	50	Healing 1
Shielding I	1 Earth Dust 1 Light Dust	1	75	Shielding 1
Sniper I	1 Dark Dust 1 Ice Dust	1	75	Sniper 1
<b>Brutal III</b>	2 Dark Dust 1 Fire Ash	2	100	<b>Brutal 1</b>
Heroic III	2 Light Dust 1 Ice Dust	2	100	Heroic 1
Piercing II	4 Poison Dust	2	100	Piercing 3
Splash II	4 Water Dust	2	100	Splash 3
Healing II	4 Light Dust	2	100	Healing 3
Shielding II	2 Earth Dust 2 Light Dust	3	150	Shielding 3
Sniper II	2 Dark Dust 2 Ice Dust	3	150	Sniper 3
<b>Brutal V</b>	4 Dark Dust 2 Fire Ash	4	200	<b>Brutal 2</b>
Heroic V	4 Light Dust 2 Ice Dust	4	200	Heroic 2
Piercing III	6 Poison Dust	4	200	Piercing 5
Splash III	6 Water Dust	4	200	Splash 5
Healing III	6 Light Dust	4	200	Healing 5
Shielding III	4 Earth Dust 3 Light Dust	5	300	Shielding 5
Sniper III	3 Dark Dust 4 Ice Dust	5	300	Sniper 5
Piercing IIII	8 Poison Dust	5	300	Piercing 7
Splash IIII	8 Water Dust	5	300	Splash 7
Healing IIII	8 Light Dust	5	300	Healing 7
Shielding IIII	4 Earth Dust 4 Light Dust	7	400	Shielding 7
Sniper IIII	4 Dark Dust 4 Ice Dust	7	400	Sniper 7
Piercing V	10 Poison Dust	7	400	Piercing 10
Splash V	10 Water Dust	7	400	Splash 10
Healing V	210Light Dust	7	400	Healing 10
Shielding V	5 Earth Dust 4 Light Dust	9	500	Shielding 10
Sniper V	4 Dark Dust 5 Ice Dust	9	500	Sniper 10
<b>Brutal VI</b>	4 Dark Dust 4 Fire Ash	10	500	<b>Brutal 3</b>
Heroic VI	4 Light Dust 4 Ice Dust	10	500	Heroic 3

Type of Enhancement	Required MAT	Added DC	Cost	Armor enhancement effect
Move II	2 Light Dust	2	100	+1 Move
Strength I	2 Fire Ash	4	100	+1 Strength
Constitution I	2 Ice Dust	4	100	+ 1 Constitution
Dexterity I	2 Water Dust	4	100	+1 Dexterity
Intelligence I	2 Dark Dust	4	100	+ 1 Intelligence
Wisdom I	2 Light Dust	4	100	+1 Wisdom
Charisma I	2 Poison Dust	4	100	+ 1 Charisma
Fortitude II	2 Sugar Dust	4	150	+1 Fortitude
Will II	2 Sugar Dust	5	150	+1 Will
AC II	2 Sugar Dust	6	200	+1 AC
Move III	4 Light Dust	7	200	+2 Move
Strength II	4 Fire Ash	8	200	+2 Strength
Constitution II	4 Ice Dust	8	200	+ 2 Constitution
Dexterity II	4 Water Dust	8	200	+2 Dexterity
Intelligence II	4 Dark Dust	8	200	+ 2 Intelligence
Wisdom II	4 Light Dust	8	200	+2 Wisdom
Charisma II	4 Poison Dust	8	200	+ 2 Charisma
Fortitude III	4 Sugar Dust	9	300	+2 Fortitude
Will III	4 Sugar Dust	10	300	+2 Will
AC III	4 Sugar Dust	12	300	+2 AC

## Enhancement DC table

Enhancements Stage	Item Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1		DC 14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2		DC 15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
3		DC 16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
4		DC 17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
5		DC 18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
6		DC 19	20	21	22	23	24	25	26	27	28	29	30	31	32	33

## Random item lists

Below are lists of items according to the suggested players level, these lists can be used to give out random items to players after detricking a monster, or you can use them to generate random items in a store, or for any other reason you can think of for random items to drop. The Minor items list can be given out for any reason you want , a random item left in a chest, a minor quest item, a minor boss drop or items In a store or whatever else you can think of. Greater items should be used more sparingly as these are the more rare, they could be used as drops after detricking a Epic boss or after completing a key part in a Epic quest they also can be found in item shops but very rarely. Epic items should only be given out at the end of a Epic quest , boss fight or a securely locked and guarded vault, Epic items should never be found in a items store.

## Minor Items chart 1

D100	Name
1	Card Board Tube Sword
2	Cardboard Armor +2
3	Lego Gun +1
4	Boots of acrobatics +1
5	Better daggers+1
6	Better one handed hammer+1
7	Bucket+1
8	Lego Light saber +1
9	Beebes +2 (10)
10	Gun Hammer +2
11	Giant plastic shield+1
12	Quite boots+1
13	Cookies
14	Fire Balls
15	Guardians Shield +1
16	Boots of speed +1
17	Amulet of protection +1
18	Ring of strength
19	Belt of vigor
20	House Robe Armor +1
21	Cardboard Tube Dart Gun +1
22	Pea Shooter +1
23	Stuffed Animal Mace +1
24	Rubber Dagger of back stabbing +1
25	Better one handed sword+1
26	Jaw Breaker
27	Pixie Sticks
28	Lego Bracers +1

29	Poofy Hat+1
30	Plastic Toy Armor +1
31	News paper shield +1
32	Paper Bag Armor +1
33	Single Band Rubber Band Gun +1
34	Rubber band sniper rifle +1
35	Double Band Rubber band Gun +1
36	Legos+1
37	Plastic non-chucks +1
38	Blocks+1
39	Nerf hail fire +1
40	Tinker toys+1
41	Candy Corn
42	Pop Rocks
43	Stick Armor +2
44	Pots and Pans Armor +2
45	Leafy Shield +1
46	Cardboard arrows +1
47	Water Gun +1
48	Stick Bracers +2
49	Nerf scatter Blaster +1
50	Pillow Armor +1
51	Stick Shield +1
52	Plastic Hammer+1
53	Gun Hammer +1
54	Plastic knife+1
55	Stick Dagger +1
56	Shovel+1
57	Pots and Pans Armor +1
58	Electric fly swatter +1
59	Vinyl Cooks apron+1
60	Paper crossbow +1
61	Ringpops
62	Pillow Armor +2
63	Imaginary Finger Bullets +1
64	Peas +1 (20)
65	Leafy Staff +1
66	Plastic Face Mask+1
67	Bark Armor +2
68	Foot Ball Armor +1
69	Pillow Shield +1
70	Sling Shot +1

71	Plastic Screwdriver+1
72	Newspaper sword +1
73	Pine cone grenades+1
74	Quilt Boots+1
75	Vinyl Builders apron +1
76	Card Board Tube Claymore +1
77	Ladle +1
78	Cardboard Shield +1
79	Cardboard Armor +1
80	Goggles+1
81	Candy Necklace
82	Head Lamp+1
83	Plastic toy shield+1
84	Stick Armor +1
85	Syringe+1
86	Bark Armor +1
87	Rocks +1
88	News paper shield +1
89	Vinyl doctors apron+1
90	Quilted Armor +2
91	Card board Bracers of Might +2
92	Light Saber +1
93	Steady gloves+1
94	Pillow Bracers of Perfect Shot +2
95	Foot Ball Armor +2
96	Paper Bracers of Defense +2
97	Amulet of Acrobatics +1
98	Plastic Dagger +1
99	Stick Bracers +2
100	Card board Bashing shield +2

21	Pop Corn
22	Quilted Armor +1
23	Legos +1 (5)
24	Rubber Dagger +1 (5)
25	Paper Clip Chain Mail Armor + 2
26	Newspaper shield +2
27	Stick Dagger +1
28	Amulet of Looking +1
29	Ring of Dexterity
30	Leafy Shield +2
31	Sock Non-chucks +1
32	Cardboard Tube Staff +1
33	Cape of the dungeon delver +1
34	Cardboard Tube Bow +1
35	Necklace of rocking +1
36	Lego Sword +1
37	Ring of Health
38	Lego Shield
39	Necklace of seeing +1
40	Padawans Light Saber +1
41	Mountain Dew
42	Leafy Armor +1
43	Rubber bands of Fire +1
44	Plastic Toy Armor +2
45	Guardians Shield +2
46	Cardboard Shield +2
47	Ring of wisdom
48	Cardboard Tube Bow +1
49	Plastic toy shield +2
50	Dreadnoughts shield +2
51	Ring of wisdom
52	Pillow Mace +1
53	Amulet of the liar +1
54	Cloak of war +1
55	Card Board Tube Sword +1
56	Ring of intelligence
57	Pillow Warhammer +1
58	R/c car +1
59	Stick Shield +2
60	Imaginary Shield
61	Paper Bag Armor +1
62	Poison Darts +1
63	Pillow Sword +1
64	Ring of charisma
65	Pillow Shield +2
66	Towel Whip +1
67	Ring of friendship
68	Foot Ball +1
69	Plastic bracers +1
70	Leafy Bracers of massive damage +1
71	Dungeon Ring
72	Pillow Throwing Star +1

## Minor Items chart 2

1	Lollipops
2	House Robe Armor +1
3	Paper Clip Chain Mail Armor + 1
4	Beebes +1 (10)
5	Stuffed animal Shield of protection +2
6	Amulet of Athletics +1
7	Paper Bag Armor +2
8	Amulet of diplomat +1
9	Amulet of Endurance +1
10	Leafy Armor +2
11	Necklace of Hearing +1
12	Single Barrel Finger Gun +1
13	Necklace of Dreams +1
14	Cloak of nature +1
15	Ruler Sword +1
16	Pillow Shield of Defiance +2
17	Double Barrel Finger Gun +1
18	Amulet of Healing +1
19	Butterfly Sword +1
20	Stethoscope+1

73	Ring of Building
74	Pea Shooter +1
75	Ring of the ram
76	Toilet paper bracers +1
77	Card Board Tube Small Sword +1
78	Ring of mind protection
79	Fly swatter +1
80	Ring of blinding
81	Stick sword +1
82	Ring of band aid regeneration
83	Nerf gun +1
84	Drums+1
85	Princess scepter +1
86	Amplifier+1
87	Racket sword +1
88	Microphone+1
89	Drill+1
90	Super soaker shot wave +1
91	Guitar +1
92	Gym Sock non-chucks +1
93	Big Shiny Ring+1
94	Plastic Sword +1
95	Ring of free movement
96	Nerf micro blaster +1
97	Shirtless+1
98	News Paper Staff+1
99	Water Gun +2
100	Nerf double shot +1

23	Belt of healing
24	Boots of speed +2
25	Sweet talker+1
26	Rope of the serpent
27	Single Barrel Finger Gun +2
28	Contract+1
29	Steel toe boots +2
30	Ring of fast stabbing
31	Spider climber boots +2
32	Under armor+1
33	Boots of Spider crushing +2
34	Really Big stick+1
35	Sock Non-chucks +2
36	Boots of walking really far +2
37	Cardboard Tube Staff +2
38	Better one handed mace+1
39	Toilet paper bracers +2
40	Leafy boots of explosions +2
41	Padawans Light Saber +2
42	Stick Bracers +1
43	Better two handed gun+1
44	Boots of acrobatics +2
45	Rope of the shadows
46	Stuffed animal Shield of protection +1
47	Ring of regeneration
48	Better two handed sword+1
49	Boots of But kicking +2
50	Plastic bracers +2
51	Better throwing weapon+1
52	Pillow Shield of Defiance +1
53	Ring of invisibility
54	Better two handed hammer+1
55	Your favorite shoes +2
56	Pillow Bracers of Perfect Shot +1
57	Boots of heroes +1
58	Boots of AirWalk +2
59	Leafy Bracers of massive damage +2
60	Paper Bracers of Defense +1
61	Cute bunny slippers +2
62	Better two handed mace+1
63	Belt of strength
64	Lego Bracers +2
65	Belt of dexterity
66	princess shoes +2
67	Card board Bracers of Might +1
68	Boots of the cat +1
69	Better staff+1
70	Card board Bashing shield +1
71	Better non-chuck+1
72	Stuffed Animal Mace +2
73	Dreadnoughts shield +1
74	Boots of sneakyness +1

**Minor Items chart 3**

1	Ring of true sight
2	Super soaker thunder storm +1
3	Belt of wisdom
4	Plastic Axe +1
5	Saw+1
6	Super soaker micro cone +1
7	Stethoscope+1
8	Nerf quick blaster +1
9	Sling Shot +2
10	Book of laws+1
11	Plastic Dagger +2
12	Charming smile+1
13	Ruler Sword +2
14	Boots of heroes +2
15	Better one handed hammer+1
16	Boots of sneakyness +2
17	Cardboard Tube Bow +2
18	Good Looks+1
19	Boots of the cat +2
20	Ring of great swimming
21	Boots of friendly terrain +2
22	Better one handed gun+1

75	Better unarmed+1
76	Plastic maul +1
77	Super soaker attic shot +1
78	Lego boots +1
79	Buzz light year laser +1
80	Pillow Sword +2
81	Beebe Gun +1
82	Epic boots of butt kicking +1
83	Nerf air storm bow +1
84	Foot Ball +2
85	Cute pink bunny slippers +1
86	Light up boots of the light +2
87	Giant Sling Shot +1
88	Towel Whip +2
89	Card Board Tube Sword +2
90	Epic boots of butt kicking +2
91	Super soaker switch shot +1
92	Pillow Warhammer +2
93	Lego Staff +1
94	Pillow Throwing Star +2
95	Foam first of the hulk +1
96	Card Board Tube Small Sword +2
97	Water balloons (5) +1
98	Your favorite shoes +1
99	Light up ray gun +1
100	Pillow Warhammer of incredible softness +1

**Minor Items chart 4**

1	Rubber bands of Fire +2
2	Rocks +2
3	Poison Darts +2
4	Amulet of quite walking +1
5	Pillow Mace +2
6	Cute pink bunny slippers +2
7	Amulet of protection +2
8	Cardboard Tube Dart Gun +2
9	Amulet of quite walking +1
10	Necklace of Dreams +2
11	Spiderman belt
12	Amulet of Acrobatics +2
13	Double Barrel Finger Gun +2
14	Amulet of nimble fingers +1
15	Amulet of Athletics +2
16	Hulk belt
17	Light Saber +2
18	Imaginary Finger Bullets +2
19	Legos +2 (5)
20	Card Board Tube Claymore +2
21	Amulet of bob +1
22	Amulet of diplomat +2
23	Stick Dagger +2
24	Stick Dagger +2
25	Amulet of strength+1
26	Flower belt of dancing
27	Leafy Belt of momentum
28	Butterfly Sword +2
29	Plastic shin guard (boots) +1
30	Amulet of Endurance +2
31	Leafy Staff +2
32	Cape of scary faces +1
33	Cloak of nature +2
34	Single Band Rubber Band Gun +2
35	Stick shin guard(boots) +1
36	Batman belt
37	Cardboard arrows +2
38	Amulet of Healing +2
39	Tinker toy boots +1
40	Rubber Dagger +2 (5)
41	Double Band Rubber band Gun +2
42	Amulet of tracking +1
43	Amulet of Looking +2
44	Superman belt
45	Peas +2 (20)
46	Toilet paper boots +1
47	Toilet paper belt of holding crap
48	Pea Shooter +2
49	Amulet of health +1
50	Necklace of Hearing +2
51	Fly swatter +2
52	Necklace of seeing +2
53	Stick sword +2
54	Cloak of resistance+1
55	Nerf gun +2
56	Amulet of wisdom +1
57	Boots of But kicking +1
58	Princess scepter +2
59	Gym Sock non-chucks +2
60	Your favorite shoes +2
61	Racket sword +2
62	Nerf micro blaster +2
63	Your favorite shoes +1
64	Plastic maul +2
65	R/c car +2
66	Super soaker shot wave +2
67	Stick shin guard(boots) +2
68	Lego boots +2
69	Paper crossbow +2
70	Ring of Light
71	Lego Sword +2
72	Plastic Sword +2
73	Boots of AirWalk +1
74	Belt of awesome flipping
75	Nerf scatter Blaster +2
76	Ring of transportation

77	Super soaker switch shot +2
78	Ring of delay
79	Nerf air storm bow +2
80	Cute bunny slippers +1
81	Toilet paper boots +2
82	Newspaper sword +2
83	Light up boots of the light +1
84	Belt of Beating
85	Lego Light saber +2
86	princess shoes +1
87	Ring of life sucking
88	Super soaker attic shot +2
89	Plastic shin guard (boots) +2
90	Electric fly swatter +2
91	Ring of protection
92	Lego Gun +2
93	Blanket cape of protection +1
94	Tinker toy boots +2
95	Buzz light year laser +2
96	Boots of Spider crushing +1
97	Belt of the monkey
98	Nerf hail fire +2
99	Spider climber boots +1
100	Nerf double shot +2

**Minor Items chart 5**

1	Boots of speed +1
2	Belt of thunderous charging
3	Plastic Axe +2
4	Leafy boots of explosions +1
5	Belt of intelligence
6	Plastic non-chucks +2
7	Steel toe boots +1
8	Super soaker thunder storm +2
9	News Paper Staff +2
10	Nerf quick blaster +2
11	Boots of walking really far +1
12	Super soaker micro cone +2
13	Boots of friendly terrain +1
14	Plastic toy shield+1
15	Stick Armor +1
16	Syringe+1
17	Bark Armor +1
18	Rocks +1
19	News paper shield +1
20	Vinyl doctors apron+1
21	Card Board Tube Sword
22	Cardboard Armor +2
23	Lego Gun +1
24	Boots of acrobatics +1
25	Better daggers+1
26	Better one handed hammer+1

27	Bucket+1
28	Lego Light saber +1
29	Beebes +2 (10)
30	Gun Hammer +2
31	Giant plastic shield+1
32	Quite boots+1
33	Cookies
34	Fire Balls
35	Guardians Shield +1
36	Boots of speed +1
37	Amulet of protection +1
38	Ring of strength
39	Belt of vigor
40	House Robe Armor +1
41	Cardboard Tube Dart Gun +1
42	Pea Shooter +1
43	Stuffed Animal Mace +1
44	Rubber Dagger of back stabbing +1
45	Better one handed sword+1
46	Jaw Breaker
47	Pixie Sticks
48	Lego Bracers +1
49	Poofy Hat+1
50	Plastic Toy Armor +1
51	News paper shield +1
52	Paper Bag Armor +1
53	Single Band Rubber Band Gun +1
54	Rubber band sniper rifle +1
55	Double Band Rubber band Gun +1
56	Legos+1
57	Plastic non-chucks +1
58	Blocks+1
59	Nerf hail fire +1
60	Tinker toys+1
61	Candy Corn
62	Pop Rocks
63	Stick Armor +2
64	Pots and Pans Armor +2
65	Leafy Shield +1
66	Cardboard arrows +1
67	Water Gun +1
68	Stick Bracers +2
69	Nerf scatter Blaster +1
70	Pillow Armor +1
71	Stick Shield +1
72	Plastic Hammer+1
73	Gun Hammer +1
74	Plastic knife+1
75	Stick Dagger +1
76	Shovel+1
77	Pots and Pans Armor +1
78	Electric fly swatter +1

79	Vinyl Cooks apron+1
80	Paper crossbow +1
81	Ringpops
82	Pillow Armor +2
83	Imaginary Finger Bullets +1
84	Peas +1 (20)
85	Leafy Staff +1
86	Plastic Face Mask+1
87	Bark Armor +2
88	Foot Ball Armor +1
89	Pillow Shield +1
90	Sling Shot +1
91	Plastic Screwdriver+1
92	Newspaper sword +1
93	Pine cone grenades+1
94	Quilt Boots+1
95	Vinyl Builders apron +1
96	Card Board Tube Claymore +1
97	Ladle +1
98	Cardboard Shield +1
99	Cardboard Armor +1
100	Goggles+1

28	Dog Tags of Light
29	Amulet of Looking +3
30	Gun Hammer +3
31	Greater Ring of protection
32	Cloak of nature +4
33	Cardboard Tube Bow +3
34	Cardboard arrows +3
35	Cat Caller
36	Necklace of seeing +3
37	Foam first of the hulk +3
38	Padawans Light Saber +3
39	Cat Tags of Ice
40	Weedle
41	Pidgey
42	Stuffed Animal Mace +3
43	Rattata
44	Greater Ring of regeneration
45	Ice Cream +2
46	Stick Dagger +3
47	News Paper armor +4
48	Cat Tags of fire
49	Water balloons (5) +3
50	Towel Whip +3
51	Dirt clod of might +2
52	Cat Tags of Water
53	Super soaker thunder storm +3
54	Greater Ring of invisibility
55	Giant Sling Shot +3
56	Necklace of rocking +3
57	Cat Tags of Light
58	Greater Ring of Light
59	Foot Ball +3
60	AI
61	Amulet of Looking +4
62	Peas +3 (20)
63	Inferred vision
64	R/c car +3
65	Gears
66	Amulet of Athletics +3
67	Necklace of seeing +4
68	Amulet of diplomat +3
69	Lego Sword +3
70	Nerf micro blaster +3
71	Leafy crown
72	Super soaker attic shot +3
73	Wheels
74	Amulet of Acrobatics +3
75	Ring of ones
76	Hulk Pajamas +3
77	Plastic non-chucks +3
78	Play doh +2
79	Flower crown of snappy dragons

## Greater Items Chart 1

D100	Name
1	Poison Darts +3
2	Dog Caller
3	Necklace of Dreams +3
4	Rubber bands of Fire +3
5	Rubber Dagger +3 (5)
6	Necklace of Hearing +4
7	Nerf double shot +3
8	Nerf air storm bow +3
9	Dog Tags of fire
10	Necklace of Hearing +3
11	Superman Pajamas +3
12	Greater Ring of band aid regeneration
13	Plastic Dagger +3
14	Necklace of Dreams +4
15	News Paper Staff+3
16	Rocks +3
17	Dog Tags of Ice
18	Super soaker switch shot +3
19	Charmander
20	Greater Ring of great swimming
21	Cloak of nature +3
22	Leafy Armor +4
23	Dog Tags of Water
24	Caterpie
25	Greater Ring of life sucking
26	House Robe Armor +4
27	Imaginary Finger Bullets +3

80	Plastic maul +3
81	Amulet of the liar +4
82	Nerf quick blaster +3
83	Hydraulics
84	Amulet of Endurance +3
85	Big bouncy ball +1
86	Super soaker micro cone +3
87	Ball of accuracy +1
88	Nuclear Reactor
89	Buzz light year laser +3
90	Rock of power +2
91	Princess ring
92	Amulet of protection +3
93	Double Band Rubber band Gun +3
94	Plastic Axe +3
95	Beebe Gun +3
96	Gauntlets of weapon smithing
97	Nes controller +2
98	Sling Shot +3
99	Ray Gun
100	Amulet of Healing +3

30	Beebes +3 (10)
31	Plastic Toy Armor +4
32	Plastic Sword +3
33	Lego Gun +3
34	Barbie dress +4
35	Pillow Warhammer of incredible softness +3
36	Rubber Dagger of back stabbing +3
37	The gold leaf of more +1
38	Ball of Sanguian +1
39	Ruler Sword +3
40	Sharper Claws
41	Lego Light saber +3
42	Football helmet
43	Newspaper sword +3
44	Nerf scatter Blaster +3
45	Blanket armor +4
46	Big bouncy ball +1
47	Sock Non-chucks +3
48	Thicker Skin
49	Spiderman Pajamas +3
50	Horned helm
51	Gym Sock non-chucks +3
52	Bat Tattoo
53	Card Board Tube Claymore +3
54	Cardboard Tube Staff +3
55	Ps2 controller +1
56	Gauntlets of the weapons master
57	Single Barrel Finger Gun +3
58	Bear Tattoo
59	Light up gauntlets of shadow bane
60	Ball of gravity +1
61	N64 controller +2
62	Stick crown
63	Blanket cape of protection +4
64	Cube controller +2
65	Bull Tattoo
66	Super soaker shot wave +3
67	Psp +2
68	Tin Foil helm
69	Glass Ball +2
70	Wii controller +2
71	Legos +3 (5)
72	Psp +1
73	Sega Saturn controller +2
74	The gold leaf of more +2
75	Sega genesis controller +2
76	Dark Tattoo
77	Psone controller +2
78	Cowboy hat
79	Ball of Drastic bouncing +1
80	Foam first of the hulk +4
81	Wii controller +1

**Greater Items Chart 2**

1	Lego Staff +3
2	Squirtle
3	Really Big Ray Gun
4	Leafy Staff +3
5	News paper gloves of paper cuts
6	Big Ray Gun
7	Mew Two
8	Light up ray gun +3
9	Really Big Ray Gun
10	Nerf hail fire +3
11	Double Barrel Finger Gun +3
12	Fake afro
13	Leafy Armor +3
14	Bananas
15	Improved Teleporter
16	Toilet paper armor +4
17	Paper crossbow +3
18	Single Band Rubber Band Gun +3
19	Flower power
20	Lucky Dice +1
21	Baseball helmet
22	Stick armor +4
23	Glass Ball +1
24	Razor Claws
25	Bulbasura
26	Paper Bag Armor +4
27	Electric fly swatter +3
28	Sharper Teeth
29	Water Gun +3

82	Dragon tattoo
83	Light Saber +3
84	Pillow Armor +4
85	Ball of Evasiveness+1
86	Nds +1
87	Glove of doing dishes
88	Snake Tattoo
89	Water balloons (5) +4
90	Amulet of the liar +3
91	Gloves of snow throwing
92	Dragon Fire Tattoo
93	Giant Sling Shot +4
94	Ps2 controller +2
95	Pots and Pans Armor +4
96	Pillow Warhammer of incredible softness +4
97	Barbie microphone +1
98	Ps3 controller +1
99	Beebe Gun +4
100	Vinyl doctors apron+4

**Greater Items Chart 3**

1	Earth Tattoo
2	Glove of weed pulling
3	Cape of the dungeon delver +3
4	Lego Staff +4
5	Syringe+4
6	Gloves of Pushing
7	Fire Tattoo
8	Light up ray gun +4
9	Saw+4
10	Cloak of war +3
11	Xbox controller +2
12	Drill+4
13	Gold Chest Tattoo
14	Microphone+4
15	Xbox 360 controller +1
16	Amulet of quite walking +3
17	Guitar +4
18	Atari controller +1
19	Leafy gloves of destruction
20	Hawk Tattoo
21	Nerf gun +3
22	Better one handed gun+4
23	N3ds +1
24	Amulet of nimble fingers +3
25	Pillow Gloves of Power
26	Better two handed gun+4
27	Foot Ball Armor +4
28	Better two handed mace+4
29	Barbie+1
30	Nerf air storm bow +4
31	Thor Pajamas +3

32	Light Tattoo
33	Super soaker attic shot +4
34	Sega dream cast controller+2
35	Better unarmed +4
36	Princess scepter +3
37	Lighting Tattoo
38	Contract+4
39	Cardboard Tube Dart Gun +3
40	Can of communication +1
41	Toilet paper helm
42	Under armor+4
43	Racket sword +3
44	Amulet of wisdom +4
45	Ball of Sanguian +2
46	Buzz light year laser +4
47	Cardboard Armor +3
48	Rose Tattoo
49	Princess gloves
50	Lego Light saber +4
51	Pillow Sword +3
52	Skull Tattoo
53	Game boy advance +2
54	Amulet of bob +3
55	Super soaker switch shot +4
56	jigglypuff
57	Nes controller +1
58	Good Looks+4
59	Cape of scary faces +3
60	Circlet of bossiness
61	Hitmonchan
62	Ekans
63	Pillow Warhammer +3
64	Big bouncy ball +2
65	Gauntlets of armor smithing
66	Greater Batman belt
67	Amulet of strength+4
68	Pillow Mace +3
69	Bill
70	Card Board Tube Small Sword +3
71	Ball of accuracy +2
72	Pea Shooter +3
73	Amulet of tracking +3
74	Fly swatter +3
75	Dirt clod of might +1
76	Picahu
77	Cardboard Armor +4
78	Amulet of health +3
79	Stick sword +3
80	Card Board Tube Sword +3
81	Cloak of resistance+3
82	Butterfly Sword +3
83	Ice Cream +1

84	Greater Toilet paper belt of holding crap
85	Stick Dagger +3
86	Paper Clip Chain Mail +4
87	Ball of gravity +2
88	Lucky Dice +2
89	Greater Leafy Belt of momentum
90	Leafy helm of acuity
91	Pillow Throwing Star +3
92	Suit and tie of armor +4
93	Plastic maul +4
94	Big bouncy ball +2
95	Lego Gun +4
96	Paper Clip Chain Mail Armor + 3
97	Amulet of strength+3
98	Greater Belt of wisdom
99	Bark Armor +3
100	Amulet of wisdom +3

**Greater Items Chart 4**

34	Nerf hail fire +4
35	Lego helm
36	Lego ball +2
37	Game boy +1
38	Newspaper sword +4
39	Greater Belt of awesome flipping
40	Sonrlax
41	Electric fly swatter +4
42	Drums+3
43	Greater Ring of friendship
44	Plastic Face Mask+3
45	Better one handed gun+3
46	Snes controller +2
47	Sega controller +1
48	Amplifier+3
49	Greater Rope of the shadows
50	Steady gloves+3
51	Ball of Evasiveness+2
52	Articuno
53	Glow in the dark gloves
54	Lego ball +1
55	Greater Dungeon Ring
56	Pillow helm of battle
57	Snes controller +1
58	Super soaker micro cone +4
59	Ball of Drastic bouncing +2
60	Shirtless+3
61	Giant plastic shield+4
62	Game boy +2
63	Foot Ball Armor +3
64	Barbie sun glasses
65	Better two handed mace+3
66	Rock of smashing +2
67	Captains gloves
68	Rocks +4
69	Princess crown
70	Blocks +4
71	Single Band Rubber Band Gun +4
72	Greater Belt of vigor
73	Amulet of Endurance +4
74	Bucket+4
75	Head Lamp+4
76	Cardboard helm of battle
77	Pillow Armor +3
78	Head Lamp+3
79	Sega controller +2
80	Sock Non-chucks +4
81	Pine cone grenades+3
82	Plastic Hammer+3
83	Greater Ring of charisma
84	Zapdos
85	Gloves of leafy poison

86	Giant plastic shield+3
87	Leafy Staff +4
88	Paper mask of hiding
89	Amulet of tracking +4
90	Stethoscope+3
91	Xbox 360 controller +2
92	Cardboard Tube Staff +4
93	Stethoscope+3
94	Toilet paper gloves
95	Plastic Screwdriver+3
96	Water Gun +4
97	Greater Belt of healing
98	Lego gloves
99	N3ds +2
100	Sega Saturn controller +1

35	Greater Superman belt
36	Amulet of Acrobatics +4
37	Cardboard helm of resistance
38	Butterfly Sword +4
39	Shirtless+4
40	Sega dream cast controller +1
41	Cardboard Tube Bow +4
42	Barbie microphone +2
43	Cape of scary faces +4
44	Iron man mask
45	Pillow Throwing Star +4
46	Blanket gauntlets
47	Vinyl doctors apron+3
48	Pots and Pans Armor +3
49	Towel Whip +4
50	Syringe+3
51	Microphone+3
52	Greater Belt of thunderous charging
53	Amulet of protection +4
54	Stuffed Animal Mace +4
55	Better throwing weapon+4
56	Better one handed mace+3
57	Pillow Sword +4
58	Greater Ring of wisdom
59	Amulet of Athletics +4
60	Gun Hammer +4
61	Better one handed sword+3
62	Tinker toys +4
63	Ladle +4
64	Foot Ball +4
65	Greater Belt of intelligence
66	Amulet of diplomat +4
67	Saw+3
68	Guitar +3
69	Card Board Tube Small Sword +4
70	Stick Dagger +4
71	Book of laws+4
72	Legos+3
73	Drill+3
74	Plastic Toy Armor +3
75	Pea Shooter +4
76	Sling Shot +4
77	Card Board Tube Sword +4
78	Charming smile+4
79	Greater Belt of the monkey
80	Gyarados
81	Double Band Rubber band Gun +4
82	Blocks+3
83	Better one handed mace+4
84	Necklace of rocking +4
85	Greater Ring of intelligence
86	Contract+3

Greater Items Chart 5

1	Sweet talker+3
2	Moltres
3	Super soaker thunder storm +4
4	N64 controller +1
5	Can of communication +2
6	Rubber Dagger +4 (5)
7	Nds +2
8	Greater Spiderman belt
9	Vinyl Cooks apron+3
10	Tinker toy gauntlets
11	Blanket cape of protection +3
12	Plastic Axe +4
13	Ps3 controller +2
14	Cube controller +1
15	Mew
16	Shovel+3
17	Atari controller +2
18	Imaginary helm of heroes
19	Poofy Hat+3
20	Stick Dagger +4
21	Goggles+3
22	Game boy advance +1
23	Better two handed gun+3
24	Light Saber +4
25	Barbie+2
26	Better one handed hammer+4
27	Greater Hulk belt
28	Double Barrel Finger Gun +4
29	Paper crow of command
30	Padawans Light Saber +4
31	Quilt Boots+3
32	Sega genesis controller +1
33	Vinyl Builders apron +3
34	Better two handed hammer+4

87	Plastic gauntlets
88	Under armor+3
89	Really Big stick+3
90	Amulet of bob +4
91	Ruler Sword +4
92	Charizard
93	Greater Belt of dexterity
94	Poison Darts +4
95	Big Shiny Ring+4
96	Dads work gloves
97	Drums+4
98	Towel cloak of escape +4
99	Tinker toys+3
100	Rubber bands of Fire +4

36	Plastic Screwdriver+4
37	Imaginary Finger Bullets +4
38	Stick Armor +3
39	Princess scepter +4
40	Better two handed sword+3
41	Wind Tattoo
42	Plastic Hammer+4
43	Card Board Tube Claymore +4
44	Lego +4
45	Quite boots +4
46	Greater Ring of Dexterity
47	Rubber Dagger of back stabbing +4
48	Guardians blanket cape +4
49	Racket sword +4
50	Shovel+3
51	Cape of the dungeon delver +4
52	Pillow Mace +4
53	Water Tattoo
54	Cardboard Tube Dart Gun +4
55	Quilted Armor +3
56	Bucket+3
57	Stethoscope+4
58	Book of laws+3
59	Gym Sock non-chucks +4
60	Charming smile+3
61	Pillow Warhammer +4
62	Greater Ring of strength
63	Better one handed sword+4
64	Better staff+3
65	Necklace of spiky bits +4
66	Better two handed sword+4
67	Sweet talker+4
68	Better staff+4
69	Better non-chuck+3
70	Peas +4 (20)
71	Better throwing weapon+3
72	Turtle Tattoo
73	Newspaper necklace +4
74	Nerf micro blaster +4
75	Amplifier+4
76	Paper Bag Armor +3
77	Better daggers+4
78	Amulet of quite walking +4
79	Really Big stick+4
80	Tiger Tattoo
81	News Paper Staff +4
82	Princess necklace +4
83	Plastic Sword +4
84	Cardboard arrows +4
85	Lego Armor +4
86	Better non-chuck+4
87	Good Looks+3

**Greater Items Chart 6**

1	Necklace of seeing +4
2	Stick gauntlets
3	Lego +4 (5)
4	Rubber band sniper rifle +4
5	Single Barrel Finger Gun +4
6	Plastic Dagger +4
7	Quilt Boots+4
8	Shovel+4
9	Wolf Tattoo
10	Toilet paper necklace +4
11	Fly swatter +4
12	Better daggers+3
13	Poofy Hat+4
14	Ninja Gloves
15	Greater Ring of strength
16	Lego necklace +4
17	Beebes +4 (10)
18	Plastic Face Mask+4
19	Stick sword +4
20	Greater Belt of strength
21	Plastic necklace +4
22	Plastic knife+4
23	Nerf gun +4
24	Pine cone grenades+4
25	Goggles+4
26	Cloak of invisibility +4
27	Vinyl Cooks apron+4
28	Nerf double shot +4
29	Steady gloves+4
30	Super soaker shot wave +4
31	Better two handed hammer+3
32	Amulet of nimble fingers +4
33	Flower ring of golden poppies
34	Greater Ring of Health
35	Vinyl Builders apron +4

88	Cloak of war +4
89	Blanket Cape +4
90	Poison Darts +3
91	Dog Caller
92	Necklace of Dreams +3
93	Rubber bands of Fire +3
94	Rubber Dagger +3 (5)
95	Necklace of Hearing +4
96	Nerf double shot +3
97	Nerf air storm bow +3
98	Dog Tags of fire
99	Necklace of Hearing +3
100	Superman Pajamas +3

36	Cloak of invisibility +5
37	Boots of Spider crushing +4
38	Lucky Dice +3
39	Leafy boots of explosions +4
40	Steel toe boots +4
41	Boots of walking really far +4
42	Leafy Bracers of massive damage +3
43	Legos +5
44	Fly swatter +5
45	Quite boots +5
46	Leafy Bracers of massive damage +4
47	Boots of But kicking +4
48	Your favorite shoes +3
49	Epic Ring of Dexterity
50	Epic Ring of wisdom
51	Epic Belt of healing
52	Lego Bracers +3
53	Card board Bracers of Might +4
54	Plastic shin guard (boots) +4
55	Plastic bracers +3
56	Plastic shin guard (boots) +3
57	Tinker toy boots +3
58	Paper Bracers of Defense +4
59	Epic Rope of the shadows
60	Toilet paper bracers +3
61	Light up boots of the light +3
62	Tinker toys +5
63	Pillow Warhammer +5
64	Pine cone grenades+5
65	Rock of smashing +3
66	Card board Bashing shield +4
67	Foot Ball +5
68	Stuffed animal Shield of protection +4
69	Boots of AirWalk +4
70	Toilet paper ring
71	Cute bunny slippers +4
72	Better one handed sword+5
73	Stick Dagger +5
74	Head Lamp+5
75	Pillow Mace +5
76	Rock of power +3
77	Stick Dagger +5
78	Charming smile+5
79	Plastic Axe +5
80	Quilt Boots+5
81	Plastic maul +5
82	Under armor+5
83	Electric fly swatter +5
84	Big Shiny Ring+5
85	Gun Hammer +5
86	Sega controller +4
87	Princess scepter +5

## Epic Item Chart 1

D100	Name
1	Captains armor
2	Poison Darts +5
3	Imaginary Armor
4	Water Gun +5
5	Super soaker micro cone +5
6	Goggles+5
7	Big bouncy ball +3
8	Boots of the cat +1
9	Boots of speed +3
10	Ball of Evasiveness+3
11	Newspaper necklace +5
12	Stuffed animal Shield of protection +3
13	Better unarmed+5
14	Steel toe boots +3
15	Boots of friendly terrain +4
16	Cube controller +3
17	Better throwing weapon+5
18	Dirt clod of might +3
19	Boots of acrobatics +3
20	Stick Bracers+3
21	Toilet paper boots +3
22	Game boy advance +4
23	Card board Bashing shield +3
24	N3ds +4
25	Pillow Bracers of Perfect Shot +4
26	Barbie microphone +3
27	Boots of heroes +4
28	Boots of AirWalk +3
29	Princess necklace +5
30	Epic Ring of strength
31	Card board Bashing shield +4
32	Boots of speed +4
33	Pillow Shield of Defiance +4
34	Ball of accuracy +3
35	Toilet paper bracers +4

88	princess shoes +4
89	Nerf hail fire +5
90	Dreadnoughts shield +4
91	Nerf double shot +5
92	Plastic non-chucks +5
93	Epic Belt of thunderous charging
94	Game boy +3
95	Boots of sneakyness +3
96	Ice Cream +3
97	Boots of heroes +3
98	Boots of the cat +1
99	Spider climber boots +4
100	Play doh +3

Epic Item Chart 2

1	Boots of friendly terrain +3
2	Plastic bracers +4
3	Spider climber boots +3
4	Lego Bracers +4
5	Epic Superman belt
6	Tinker toy boots +4
7	Toilet paper boots +4
8	N64 controller +4
9	Stick shin guard(boots) +4
10	Sega Saturn controller +4
11	Boots of But kicking +3
12	Better non-chuck+5
13	Psone controller +3
14	Lego Staff+5
15	Your favorite shoes +3
16	Snes controller +3
17	Epic boots of butt kicking +3
18	Psone controller +4
19	princess shoes +3
20	Lego ball +3
21	Barbie microphone +4
22	Can of communication +4
23	Card board Bracers of Might +3
24	Sega controller +3
25	Play doh +4
26	Snes controller +4
27	Towel cloak of escape +5
28	Pillow Warhammer +5
29	N64 controller +3
30	Pillow Sword +5
31	Leafy boots of explosions +3
32	Guardians blanket cape +5
33	Barbie+4
34	Stick shin guard(boots) +3
35	Lego ball +4
36	Nds +3

37	Foot Ball +5
38	Psp +3
39	Sega dream cast controller +3
40	Padawans Light Saber +5
41	Blanket Cape +5
42	Sega genesis controller +4
43	Leafy Staff +5
44	Glass Ball +4
45	News Paper Staff +5
46	Water balloons (5) +5
47	Nes controller +4
48	Nerf quick blaster +5
49	Necklace of spiky bits +5
50	Gym Sock non-chucks +5
51	Card Board Tube Sword +5
52	Better daggers+5
53	Towel Whip +5
54	Better one handed mace+5
55	Double Band Rubber band Gun +5
56	Beebes +5 (10)
57	Super soaker shot wave +5
58	Coat of arms
59	Nerf air storm bow +5
60	Lego Light saber +5
61	Better one handed hammer+5
62	Sega genesis controller +3
63	Shovel+5
64	Wii controller +3
65	Toilet paper necklace +5
66	N3ds +3
67	Ball of gravity +4
68	Lego necklace +5
69	Plastic necklace +5
70	Boots of sneakyness +4
71	Epic Ring of Health
72	The gold leaf of more +4
73	Bucket+5
74	Ball of Evasiveness+4
75	Epic Ring of intelligence
76	Paper Bracers of Defense +3
77	Rock of power +4
78	Epic Ring of charisma
79	Cube controller +4
80	Epic Ring of friendship
81	Stick Bracers+4
82	Ring of twos
83	Epic Dungeon Ring
84	Plastic knife+5
85	Pillow Bracers of Perfect Shot +3
86	Sega dream cast controller +4
87	Blocks +5

88	Sega Saturn controller +3
89	Ps3 controller +3
90	Epic Ring of Building
91	Shirtless+5
92	Epic Ring of band aid regeneration
93	Ball of Drastic bouncing +4
94	Ball of accuracy +4
95	Lego Gun +5
96	Book of laws+5
97	Epic Ring of protection
98	Racket sword +5
99	Game boy advance +3
100	Big bouncy ball +3

Epic Item Chart 3

1	Stick sword +5
2	Ps2 controller +3
3	Plastic Sword +5
4	Boots of Spider crushing +3
5	Big bouncy ball +4
6	Nerf scatter Blaster +5
7	Ball of Drastic bouncing +3
8	Epic Ring of regeneration
9	Ice Cream +4
10	Lego ring
11	Giant Sling Shot +5
12	Atari controller +4
13	Plastic ring
14	Beebe Gun +5
15	Steady gloves+5
16	Foam first of the hulk +5
17	Guitar +5
18	Card Board Tube Sword +5
19	Better two handed gun+5
20	Double Barrel Finger Gun +5
21	Vinyl doctors apron+5
22	Cardboard Tube Bow +5
23	Wii controller +4
24	Card Board Tube Small Sword +5
25	Giant plastic shield+5
26	Rubber Dagger +5 (5)
27	Xbox controller +4
28	Ruler Sword +5
29	Plastic Hammer +5
30	Sock Non-chucks +5
31	Better one handed gun+5
32	Vinyl Cooks apron+5
33	Ps2 controller +4
34	Game boy +4
35	Light Saber +5
36	Lego Sword +5

37	Dirt clod of might +4
38	Legos +5 (5)
39	Can of communication +3
40	Leafy ring of mass destruction
41	R/c car +5
42	Good Looks+5
43	Epic Hulk belt
44	Psp +4
45	Epic Belt of the monkey
46	Microphone+5
47	Xbox 360 controller +4
48	Epic Belt of wisdom
49	Nds +4
50	Drums+5
51	Epic Belt of vigor
52	Ball of Sanguian +3
53	Epic Rope of the serpent
54	Boots of acrobatics +4
55	Epic Spiderman belt
56	Nes controller +3
57	Ps3 controller +4
58	Epic Belt of awesome flipping
59	Cute pink bunny slippers +3
60	Epic Flower belt of dancing
61	Lego boots +3
62	Epic Belt of Beating
63	Big bouncy ball +4
64	Epic Toilet paper belt of holding crap
65	Epic Leafy Belt of momentum
66	Single Barrel Finger Gun +5
67	Epic Belt of intelligence
68	Sling Shot +5
69	Epic Batman belt
70	Cardboard Tube Staff +5
71	Epic Belt of dexterity
72	Cardboard Tube Dart Gun +5
73	Ball of gravity +3
74	Butterfly Sword +5
75	Epic Belt of strength
76	Nerf gun +5
77	Ring of threes
78	Super soaker thunder storm +5
79	Dreadnoughts shield +3
80	Paper crossbow +5
81	Cute bunny slippers +3
82	Buzz light year laser +5
83	Glass Ball +3
84	Guardians Shield +4
85	Barbie+3
86	Guardians Shield +3
87	Ball of Sanguian +4
88	Light up ray gun +5

89	Xbox controller +3
90	Pillow Warhammer of incredible softness +5
91	Ladle +5
92	Rubber Dagger of back stabbing +5
93	Drill+5
94	Rubber band sniper rifle +5
95	Plastic Screwdriver+5
96	Newspaper sword +5
97	Vinyl Builders apron +5
98	Stethoscope+5
99	Super soaker attic shot +5
100	Sweet talker+5

38	Boots of speed +3
39	Ball of Evasiveness+3
40	Newspaper necklace +5
41	Stuffed animal Shield of protection +3
42	Better unarmed+5
43	Steel toe boots +3
44	Boots of friendly terrain +4
45	Cube controller +3
46	Better throwing weapon+5
47	Dirt clod of might +3
48	Boots of acrobatics +3
49	Stick Bracers+3
50	Toilet paper boots +3
51	Game boy advance +4
52	Card board Bashing shield +3
53	N3ds +4
54	Pillow Bracers of Perfect Shot +4
55	Barbie microphone +3
56	Boots of heroes +4
57	Boots of AirWalk +3
58	Princess necklace +5
59	Epic Ring of strength
60	Card board Bashing shield +4
61	Boots of speed +4
62	Pillow Shield of Defiance +4
63	Ball of accuracy +3
64	Toilet paper bracers +4
65	Cloak of invisibility +5
66	Boots of Spider crushing +4
67	Lucky Dice +3
68	Leafy boots of explosions +4
69	Steel toe boots +4
70	Boots of walking really far +4
71	Leafy Bracers of massive damage +3
72	Legos +5
73	Fly swatter +5
74	Quite boots +5
75	Leafy Bracers of massive damage +4
76	Boots of But kicking +4
77	Your favorite shoes +3
78	Epic Ring of Dexterity
79	Epic Ring of wisdom
80	Epic Belt of healing
81	Lego Bracers +3
82	Card board Bracers of Might +4
83	Plastic shin guard (boots) +4
84	Plastic bracers +3
85	Plastic shin guard (boots) +3
86	Tinker toy boots +3
87	Paper Bracers of Defense +4
88	Epic Rope of the shadows
89	Toilet paper bracers +3

Epic Item Chart 4

1	Poofy Hat+5
2	Super soaker switch shot +5
3	Lucky Dice +4
4	Card Board Tube Claymore +5
5	Xbox 360 controller +3
6	The gold leaf of more +3
7	Nerf micro blaster +5
8	Really Big stick+5
9	Pea Shooter +5
10	Saw+5
11	Pillow Throwing Star +5
12	Better staff+5
13	Stuffed Animal Mace +5
14	Syringe+5
15	Plastic Dagger +5
16	Amplifier+5
17	Single Band Rubber Band Gun +5
18	Better two handed mace+5
19	Peas +5 (20)
20	Pillow Shield of Defiance +3
21	Cardboard arrows +5
22	Contract+5
23	Imaginary Finger Bullets +5
24	Better two handed hammer+5
25	Rocks +5
26	Atari controller +3
27	Princess dress
28	Better two handed sword+5
29	Rubber bands of Fire +5
30	Captains armor
31	Poison Darts +5
32	Imaginary Armor
33	Water Gun +5
34	Super soaker micro cone +5
35	Goggles+5
36	Big bouncy ball +3
37	Boots of the cat +1

90	Light up boots of the light +3
91	Tinker toys +5
92	Pillow Warhammer +5
93	Pine cone grenades+5
94	Rock of smashing +3
95	Card board Bashing shield +4
96	Foot Ball +5
97	Stuffed animal Shield of protection +4
98	Boots of AirWalk +4
99	Toilet paper ring
100	Cute bunny slippers +4