

# Items for Ishamael

June 23, 2025

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## 1 Weapons

### 1.1 Dagger of Deception

This black dagger is inlaid with silver runes. On the night of a full moon it may be used to stab the palms of the wielder which will result in D5 EN damage – which may not be healed until the ability is used. The target can reroll a thief or spy roll at any time in the next month, at which point the damage can be healed. If the ability is in effect, and the target rolls greater than 90+ rank on a thief or spy check (00 always fails) the dagger will disintegrate.

The dagger may only be used once a quarter and must be carried to be effective.

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### 1.2 Tulwar of Striking

This tulwar is magic in nature. When triggered the blade will take upon a noticeably silver gleam. This will last for the duration of a few minutes or until a successful strike is made.

When a successful strike is made, the damage dice is automatically a 10.

Its activation is a free action, and will inflict a point of endurance damage to the wielder.

Changes: 1

### 1.3 Tarsik Bone Rapier

Rank 10 (D+6) with Rank 20 Spectral Weapon (7,000 sp)

### 1.4 Tarsik Bone Main Gauche

Rank 10 (D+4) with Rank 20 Spectral Weapon (4,000 sp)

### 1.5 Main Gauche

This Rank 4 Weaponsmith Main Gauche has +1 damage.

### 1.6 Blade of Darkness

**Plane of Origin** Alusia

**Nature of Magic** Celestial

**Physical Appearance** This object is a finely crafted black tulwar, the hilt composed primarily of obsidian, rendered strong as steel, the blade of bound darkness. The blade does not radiate darkness, but it is highly visible under light conditions.

**Weight** 2lbs

**Effects** The Blade of Darkness is amagic sword which was weaponsmithed prior to enchantment. The total bonus is +10% to base chance and +2 to damage. The primary magic in the blade is darkness. On a successful strike, causing effective damage, an opponent who fails to resist may be struck blind for D10 pulses if the wielder of the sword subtracts a point of fatigue (or of endurance if they have no remaining fatigue). This fatigue loss counts as spell fatigue. Even those entities who do not use eyes to see with can be "blinded" by this effect, with the result that they must subtract 40% from melee strike chances.

## 2 Armour

### 2.1 Leather Armour

**Wgt** 18 lbs

**Prot** 5

**AG Mod** 0

**Stealth Mod** 0

**Value** 2200 sp

This suite of finely crafted hard leather armour has been armour-smithed to provide no Agility Modifier and an extra point of Protection. It is sized to fit a 5'10" to 6'2" human male. It would take a Rank 10 armour-smith 4 hours (and cost 55sp) to adjust the fit.

## 3 Standard Items

### 3.1 Mass Fear Invested

3 × 1 Mass Fear Invested Rk 8 BC 85 8,000

### **3.2 Damnum Minatum Dust**

3 Damnum Minatum Dust - Deafness, Cowardness (-3 WP & +5 Fright/Awe rolls) and Wasting Disease (Wasting disease causes -1 Strength and -1 Endurance per day until stopped by Cure Disease. The Strength and Endurance lost will be recovered at 1 point per day, or treated by Repair Muscles. 5,000

### **3.3 Restorative**

10 Gut Busters Rank 10 (-12EN and 24FT) 10,000 [ $\times 2$  used]

### **3.4 Sleep Dust**

1 Sleep Dust Rank 10 Can't be woken 5,000

### **3.5 Mass Fear Trap**

1 Rank 1 Mass Fear Trap Rg 25 1,000

### **3.6 Waters of Healing**

4 Waters of Healing 15 Points 4,000

### **3.7 Healing Potion**

6 Healing 10 Point 5,500 [ $\times 2$  used]

### **3.8 Healing Potion**

3 Healing 20 Point 6,000

### **3.9 Healing Potion**

1 Healing 40 Point 4,000

### **3.10 Wiccan Amulet of aquilegius**

**Powers** Wearer subtracts 10% from any roll on the Fright Table.

**Value** 2,880 sp

**Description** A roughly-crafted ceramic amulet with a cler crystal in the centre, strung on a horse-leather thong.

**Aura** Magical, nature of magic is protection, college is Wicca, plane of origin is Alusia.

**Notes** The is was made by Landbrother, a Wicca of The Children of the Traveller, a Sea of Grass noman tribe.

**GM** Craig Beere

### **3.11 Crystal of Vision**

This is a standard Rank 6 Crystal of Vision.

### **3.12 Potions**

- 5 × R9 Creating Restorative (S-9) potions
- 5 × R12 Waters of Healing (S-11)

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### **3.13 Wind walk (x5 [4 used])**

This is a rank 1 Wind Walking (S-17) with a BC of 65%.

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### **3.14 Boom stick (x3) [1 used]**

This 1 inch rod has a button flush to the top, when the button is pressed it triggers a R1 lightning bolt in the direction it is pointed. A dial on the base of the rod may be tuned to delay the triggering of the spell, from 0 – 7 pulses. Manufactured by a rank R10 Mechanician.

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### **3.15 Invisibility Scroll (x3) [2 used]**

This is a scroll of Rank 10 Invisibility (G-8) with a BC of 80%.

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## **4 Special Items**

### **4.1 Ambran Sash**

**Description** Thin silk sash, about 4 feet long, about 6 inches wide. It is a pale grey colour (but see below).

**Powers** The ash gives its possessor +9 ranks in Ambran (but not literacy). I.e. someone who does not speak Ambran will have Rank 8. This does not stack with any other language magic. The possessor cannot teach the language.

The Sash protects its possessor against magic that detects Aura or Aspect or like (e.g. Detect Aura). The possessor is always actively resisting such magic (which will increase backfire chance where application). If the possessor spends an action to actively resist the magic, they gain no extra bonus. Any spells or items or other things that gives bonuses to MR will stack with this. The sash only makes the wearer actively resist all such magic automatically.

The sash colour coordinates itself. It has a continual colour cantrip which can be changed and turned on or off at a mental command from the wearer. This does not affect, and will stack with, any illusion magic on the wearer.

**Value** 1,200 sp

**Aura** Magic, nature of magic communication and obscuring; plane of origin Ambra.

**Notes** The sash is as fragile as a normal silk item (i.e. pretty tough). The strong weave means it will hold up to 50lbs weight. Water has no effect on it. It can be folded very small. It will not rip under normal use, but can be cut. If the sash is damaged, all enchantment is lost.

The Dragon Court of Ambra is a very cosmopolitan place. It is very likely that an entity who commonly travels planes has been there.

The mage who created the item, Viersaunt, can see through the aura and aspect protection of the sash (i.e. he can DA through the sash). The same goes for dragons.

Wearing two sashes does not double the powers - they don't stack with each other.

**GM** Graig Beere

### **4.2 Mana Tear**

This looks and feels like a teardrop of obsidian about one and a half inches long and one inch in diameter at the largest point. The material is less brittle than obsidian, but quite as resilient as iron. When DA'ed, the Tear is "formerly living", Generitic True Name: three-quarter devil, and from the 8th Plane of Hell. The tear is able to store one spell of up to Rank 10 for up to 1 week. To store a spell, an Adept must successfully cast a spell at the tear. If the cast roll is "00" then the tear is destroyed. The the cast is a double or triple effect then only a normal effect is stored. The tear is "triggered" to release the spell effect, with a trigger Base Chance of 75%. If the triggering roll fails and is not a "00" then the spell effect is still stored, and the trigger may be reattempted. If the roll is "00" then spell effect stored is lost.

### 4.3 Obsidian Amulet

This amulet of extremely hard, black stone, on a silver chain, seems to absorb all light coming into contact with it. It is a piece of darkness elemental, and must be worn against the skin to have any effect. While worn by a Celestial Dark Mage they will gain a minimum Lighting Condition Modifier of +5, and will always be in the presence of elemental darkness. Conversely, if worn by a Celestial Solar Mage they will gain a maximum Lighting Condition Modifier of -5.

The amulet will absorb 1/2 (round down) of all damage the wearer receives from Walls of Starlight, Light Swords, Bolts of Starfire, Webs of Light, and Solar Flames. But should the amulet absorb 10 or more points in one pulse it will explode, and in so doing inflict D10 damage directly to the wearer's Endurance.

This amulet may be banished as per Namer Banishing in conjunction with a Celestial Special Counterspell.

**Aura** Magical

**Name Of Magic** Summoning

**GTN** Dark Elemental

**College** Celestial Dark

**Magic T/W/C** No

**Plane of Origin** Elemental Dark

### 4.4 Waterskin of Purity

This simple water skin, made from the bladders of a goat, has absorbed magic from Oasis of Tranquillity. It will slowly transform and cleanse any water it holds. Over the space of a few hours its contents will become clean, pure, refreshing water.

### 4.5 Amulet of the Wolf Totem

**Powers** The wearer has a 20% reaction bonus from anyone friendly to the Children of the Traveller, if the item is visible.

The wearer has increased taste and smell. All perception rolls involving taste or smell are one step easier (e.g. a 3 × PC check is modified to a 4 × PC check).

The increased sense of smell and taste grants greater tracking ability. The wearer tracks as if their rank in the Ranger skill is one greater. If they are unranked then they can track as a Rank 0 Ranger. If they are Rank 10 then they can track as a Rank 11 Ranger.

The wearer has a bonus of 6% to their Stealth skill.

Note: the glove does not have to be worn on a hand to be effective. The wearer only has to have the glove somewhere on their person (but not in any container bigger than a small pouch).

**Value** 8,000 sp

**Description** The item is a glove made from finely worked grey wolf hide, sewn with black silk thread. It is limber enough to be worn under armour. It will reconfigure itself for right or left hand use.

Around the wrist edge is stamped and dyed red "the wolf hunt silently, little escapes her notice" in Common in the Western script.

**Aura** Magic, nature of magic is animal, college is N/A, plane of origin Alusia.

**Notes** This item was given to Ishamael by the Children of the Traveller. If it is sold or given away please contact the item's creator.

Unless otherwise stated above, this item will not stack with any other effects unless those other effects state they will stack.

**GM** Craig Beere

### 4.6 Pearl of Waterbreathing

This object looks like an ordinary pearl, but instead is a receptacle for a Water Breathing spell. The pearl has to be placed near the wearer's skin in order to function. Currently the pearl is empty. When a Water Mage holds the pearl and casts a WaterBreathing, the spell is immediately absorbed by the pearl and split into a number of charges equal to the number of hours that the spell would normally run. Each charge lasts for an hour and has a base chance of 45% + 3/rank of spell initially installed. The pearl can only be recharged when it is empty. If a backfire occurs when charging there is a 5% \* spellrank chance that the

pearl will crack and be rendered useless. As a safety feature, if the current charge runs out while the user is still underwater the next charge, if present, automatically activates. The user will be aware that this occurs.

Currently [Spring 821WK] it has 13 charges with 90% BC.

Value = 4000sp 19/6/98 JP Smith 2765069

#### **4.7 Social potion ×3 [1 Used]**

This delicate pot contains a sweet blue liquid. When drunk it will grant a bonus of +20% to all social rolls for the duration of an hour.

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#### **4.8 Blade Venom – Antimagic (×2) [1 used]**

This robust phial weighs 3 oz. It contains an orange viscous substance that may be applied to a weapon. For a minute the weapon will ignore magical defence when used.

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#### **4.9 Blade Venom – Silence (×7) [3 used]**

This robust phial weighs 2 oz. It contains a green viscous substance that may be applied to a weapon. Effective damage must be done to take effect, where the target struct may not speak for D pulses.

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#### **4.10 Obsidian Snake Charm**

This obsidian charm of a snake may be used by the wearer to avoid damage from a single attack. It will absorb 41 points before shattering. All the attack must be absorbed, it cannot be divided. If this would exceed the charms damage capacity, it is destroyed. If it is not destroyed, the charms capacity is reduced, and this may be used to absorb the damage from subsequent attacks [37 points used].

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#### **4.11 Pot of healing Flesh (×2)**

This pot contains a pinkish, oozing mass and weighs 4 oz. When its contents are applied to a wounded entity, a Specific Grievous Injuries will be cured at the end of the next Pulse In addition, D+5 EN damage is cured.

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#### **4.12 Pot of beauty Flesh (×2) [1 used]**

This pot contains a pinkish, oozing mass and weighs 6 oz. When its contents are applied it will increase the PB of the target by 8 (may not exceed racial max) for a week.

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#### **4.13 Merchants brooch**

This brooch of a large, vibrant emerald set in patinaed gold. To be effective it must be covered the dust of a gem worth at least 1,000sp once a season.

The amulet will add a rank to all merchant calculations. While in effect if the merchant roll exceeds 90 + Rank the amulet will disintegrate.

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#### **4.14 Teak Wand**

This wand contains R14 firebolt BC 105%

Charges 8 7 6 5 4 3 2 1 [5 used]

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#### **4.15 Funeral Mask [ $\times 1$ Used]**

This finely painted paper mask may be placed on a corpse, it will add 20% to any resurrection attempt on the body.

Charges 2 1

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#### **4.16 Amulet of Message**

This small gold amulet is the shape of a small bird. When triggered it sends a message to an entity using the winds. The user must know the name of the entity and be able to pick them out from a crowd. The maximum length of the message is 15 words. The messages will be in the voice of the Adept at the same volume as when spoken and can only be heard by the target. There is a noticeable but minor effect of swirling air when the message is sent and received. The time taken for the message to reach the entity is 1 min per 10 mile.

Charges 8 7 6 5 4 3 2 1 [4 used]

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#### **4.17 Silver Nail ( $\times 4$ )**

When this silver nail is hammered into the footprint that is less than a day old it may then be used in conjunction with a scrying any time in the next 7 days.

When scrying (Crystal of vision, Waters of Vision etc) the nail may be used (and consumed) to target the scrying on whoever left the footprints (limited by the range etc of the scrying).

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#### **4.18 Twin Human Amulet of Luck**

+2 MR +3 DEF, stacks with amulet of luck (12,000 sp)

#### **4.19 Hemlock Potion [1 used]**

3 Hemlock Potion - Subtract 6 EN per hour for 48 Hours 9,000

#### **4.20 Poison**

5 Poison Rk 10 Slow (Save vs EN for no effect) for 3 minutes 10,000

#### **4.21 Poison [2 used]**

10 Necrotic Poison D10 / pulse (Save vs EN for half effect) for 1 minute 10,000

#### **4.22 Venom**

3 No Healing Venom (Save vs EN for no effect) Duration D+2 minutes 12,000

#### **4.23 Venom [4 used]**

6 Refined Basilisk Venom D + 10 Damage 3,000 (No Save, reduced by Amulets etc.) One off effect.

#### **4.24 Extract of Halfling (10,000sp)**

Extract of Halfling +3 MD, +1 AG, +1 WP (Not above Racial maximum). Infravision, see faint red shapes where living beings are located in the dark. Range 100 feet

#### **4.25 Reputation - Bakarat The Toad**

Marco and Ishmael are known to Bakarat, a powerful crime lord of Sanctuary. Their activities have pleased him and they are in his good graces, he grant them a favour once (GM)

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#### **4.26 #1 Hobbit Detective Agency**

In recognition of their valuable field work, the #1 Hobbit Detective Agency has assigned Marco and Ishmael the rank of Special Junior Detective. While they hold this rank they receive;

- Free training for all normal skills, up to rank 4.
- Access to R7 weapon smiths, armourers and mechanicians.
- General assistance (GM discretion) from the Agencies and detectives when in Brastor.
- 5,000sp of guild services, per session, for the next two year.
- Free lodging in a detective agency in Brastor.

If the Agency hears of them acting against honest hobbits, they will lose their rank in the agency and this benefit.

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### **5 Abilities**

#### **5.1 Pact to the Outer Power Hades**

##### **5.1.1 Hades**

Hades is a deity of lawful neutral alignment whose sphere is Death. He rules over an underworld plane named Hades which includes realms such as Tartarus and the Elysium Fields. He is fair and just, but stern and capable of very harsh decisions. His symbol is the ram's head. His avatar normally appears as a large, dark-skinned man with a black beard and fiery eyes.

##### **5.1.2 Divine Intervention**

Hades can be called upon through prayer. A reaction roll should be made to determine the deity's response, which may be modified by the character's recent actions.

##### **5.1.3 Benefits**

1. A character pacted to Hades becomes Death aspected if the character is not already Death aspected.
2. A character pacted to Hades receives a rankable talent in all respects similar to the Speak with Dead talent of the College of Necromantic magics.

3. A character pacted to Hades receives a special ability called the Kiss of Death through which the character may bring instant death to an entity on negative endurance through an appropriate touch. Using this ability requires two full actions, one to make contact and the second to sever the target's life.

#### 5.1.4 Costs

1. Should a character pacted to Hades die resurrectably there is a -20% to the chance of successful resurrection in addition to the normal penalty for death aspect.
2. Should a character pacted to Hades die resurrectably the character will have to argue eloquently with Hades for their soul to be permitted to be returned to the mortal plane. If the GM wishes, this may be played out with the GM acting as Hades.
3. A character pacted to Hades is expected to serve Death in all its aspects. That character cannot ever learn to resurrect the dead or learn necromancy. The character is expected to bring merciful death to his or enemies quickly and expeditiously. The state of undeath is anathema to Hades and the undead are to be brought to their true Death summarily, even at the risk of the character's own life.

Ishmael willingly entered into this pact in the City of Kersoon on Thunor on 15 Fruit 798.

## 6 Used or not applicable

### 6.1 Darkness Points [used]

3 Darkness Points [30,000 sp]

### 6.2 Raw Mana Points [used]

2 Raw Mana Points [20,000 sp]

### 6.3 Mana Potion [Used]

This potion, when imbibed, allows general knowledge spells to be cast with less strain on the adept. When ever a general knowledge spell is cast, there is a chance the fatigue cost will be reduced by one.

Chance =  $90 - (\text{Adept's total ranks in Special knowledge spells})\%$

The duration of this effect is twenty four hours.

### 6.4 Favour from Randolph William Perrindale [Used]

**Description** Ranfold Wiliam Perrindale the 3rd, a rich, tired adventurer, owes Ishmael a favour. This favour cannot be transferred.

**Powers** Randolph is a rich dilettante who lives in an exclusive area of Seagate. He has contacts with traders and black marketeers, and has access to a small but wide-ranging library. He is also a do-gooder, and involved with many charities and the like in Carzala.

Value: N/A

**GM** Craig Beere

### 6.5 Armour potion x1 [Used]

When green vial contains a sticky brown liquid. When drunk a D is rolled, for the next 12 pulses they will receive that as a reduction against all damage.

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## **6.6 Potion of speed [used]**

This small yellow potion will add 10 to the drinker's initiative rolls for the next week.

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## **6.7 Enhance Characteristic Potion [used]**

This is a rank 10 Enhance Characteristic herbalist potion will add 8 to any one characteristic for 8 hours.

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## **6.8 Green Emerald of Perception [used]**

This green emerald must be ground in dust and drunk with milk to take effect. For the next quarter, the drinker will add 2 to PC.

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## **6.9 Walk Unseen Potion [Used]**

4 Walk Unseen Potion Rank 10 4,000

## **6.10 Oil of Enchant Weapon [Used]**

7 Oil of Enchant Weapon Rk 10 (+11% +4 Dm) 7,000

## **6.11 Oil of Enchant Armour [Used]**

1 Oil of Enchant Armour Rk 10 (+22 DEF) 1,000