

## **ITEM DESCRIPTIONS**

By Tiffany Terlop

### **1. FROND CLOAK**

A cloak made of pond fronds. When worn around foliage, the player becomes camouflaged.

### **2. FOREIGN AMULET**

A kaleidoscopic stone from faraway lands. It concentrates light passed through it.

### **3. HARPY'S QUILL**

A writer's quill made from a harpy's feather. The quill enables the player to copy important texts.

### **4. GLASS HORN**

A horn hand-blown by sylphs. When used, it shatters all barriers within a vast stretch.

### **5. DEADLIFE LANTERN**

An old grave keeper's light source. The lantern sheds light on those using astral projection.

### **6. FAERIE COMPASS**

A tiny portable door. A clever way to seek Seelie and Unseelie courts.

### **7. SPIKED BOOTS**

A pair of leather boots studded with sharp bones. Useless, but great for a kick in the jewels.

### **8. PRETTY POMMEL**

A lovely pommel crafted by a warrior. When attached to any sword or dagger, enemies are captivated by its beauty, leaving them open to attack.

### **9. SLIME SHOOTER**

A shooter of slime available in swamp territories. Gives the player added guts in combat.

### **10. SOLAR INKWELL**

An inkwell filled by sunlight. Perfect for leaving messages in the dark.