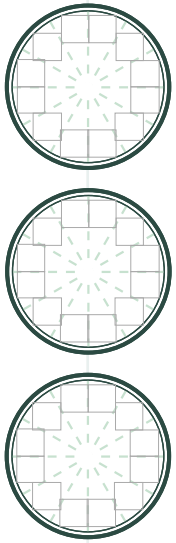
INVENTORY ITEMS

ITEM	IP	EFFECTS
Elixir	3	One creature regains 50 MP.
Remedy	3	One creature regains 50 HP.
Elemental Shard	2	One creature suffers 10 damage of a type of your choice (**air**, **bolt**, **earth**, **fire**, or **ice**).
Magic Tent	4	Allows the entire group to **rest** in the wilderness.
Tonic	2	One creature recovers from a single status effect.

GROUP NOTES AND CLOCKS



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CHARACTERS, CREATURES AND LOCATIONS	NOTES

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