

Card, Lost Soul:

If you have a personal character that has been lost, but is not dead, use this card to get him or her back.

Charges: 20 A charge will be taken off when you evade an encounter (if you wish to evade it).

Duration: Enough time it takes to evade one encounter.

Note: Once the charges are expended from these boots, they will transform into 1-D6 x3 random gems, at least one of these gems will be an Augmentation Crystal.