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Pandemic 2 rules pdf

Dungeons! Does it require a list of exotic, wild, and exotic magic items accidentally on your adventurers to be obsolete? This list was collected from, and inspired, various lists and suggested topics from all over the internet. If you recognize an item you made, feel free to credit yourself in the comments. Alchemist Rings – When the wearer of this ring imbibes a healing potion, they get an extra 1d6 HP. All or no coins - on the roll you normally use d20, flip coins instead. Heads is a critical success (NAT20), the tail of a critical failure (NAT1). Can be used twice per short break. Anti-grass butter - a small glass ball and the size of fists filled with silver smoke. When the butter is lost, the gravity effect disables everything within a 30-foot cube for 30 seconds. Trickster Gloves Confidential - allows spellcaster who can use Mage's hand to turn the hand conjured invisible. It also allows conjured hands to perform clandestine actions, such as pickpocketing, sleight of hand, and other remote legerdemain acts. For these checks, Custer uses his Arcana score. Festive Arrows - Arrow Tip is enchanted with noise maker. For 30t around the hit site, creatures forced (WIS vs. DC 17) to dance madly. Loud music can be heard 100ft from the hit site. Displacement arrow - an arrow tipped with a piece of quartz crystal. When shot, and the arrow attacks something, the archer is turned away wherever the arrow lands. The quartz tip breaks after 3 uses and must be replaced. Arrow Yondu - Don't need a bow to use. When the user keeps this arrow on top and whistles, the arrows fly through the target enemy, ignoring the AC to do noisy damage 1d6. The user continues to roll d20+ WIS, and for each consecutive roll above 15, shoot arrows through another target the same way. In a failure, the arrow returns to the user's hand and cannot be used again until after a long break. Killer Bracers - This pair of braces can contain a dagger hidden inside each brace. The wearer can cause the dagger to spread within one, or both, braces from braces. Extending or res grabbing daggers requires the use of a reward measure from the wearer. Endless rat bags - It looks like a bag of holdings, but it stinks. All that comes out of it when a character tries to use those 3d20 mice. If the inside is known or damaged, it will destroy the 5d100 mice and the bag will be lost. Dryad Band - a simple wooden band that appears entwined by evergreen ivy vines. The top is decorated with small rose petals, which remain blooming and complete until the ring effect is used. Every day at dawn petals flourish again. The group has a single charge that is charged every day at dawn. The power found inside the rose petals may be spent to improve the goal the wearer can touch by 2d4+2 hit points. When used, rose petals will Falls out of the loop, and this effect may not be used again until the next dawn. Back belt - Dark leather belt crafted with three rings, each decorated with a piece of sapphire. The magic of the belt remains an invisible mark on the surface of the weapons stored in each ring and has invisibly written the name of the item on the sapphire piece. Three one-hand weapons with thrown possessions can be 'attuned' to the belt. When a weapon, from the belt, is thrown at an object or creature, hit or loses, the weapon returns to the belt at the end of your turn. Blankets from Starlight - soft blankets, well made that can, once in any long break, eedate soft glow, preserved by concentration. The blanket was made by a charmer after his young son trusted him out of the dark to help his son sleep. Bonding Bracelets - A set of bracelets that break when one breaks the other immediately. When one is fixed, the other marries itself. Created by a brother who is going to war, for his younger brother stay at home. It was that the older brother knew if things were getting bad at home. If the bracelet broke, he promised to come home no matter what. Bracers of Woodland Hunter, unusual - once in any long break, you may cast branded hunters as a first-level mascot without using fetish slots. While wearing these, difficult non-magical terrain doesn't slow your movement. Captured sunlight - the sun is full of mirrors getting boxes, it's enough sunlight to fill a room with bright light. Built by a retired adventurer dwarf and filled by passing adventurers. Enter 1d4 radiant damage for 120ft per round of combat when placed on the ground, closed up or destroyed. Census relaxation - A mestuety census made by a girl for her father who suffers from PTSD following a battle that robbed her of her arm. No matter what incense is burned in the census, it gives an advantage in the wisdom of saving thovrs. Circlert of Mental Fortitude (Requires Attunement) - A copper studded head band that soothes head pain when worn. Made for A who suffers from chronic migraines. Grants resistance to psychological damage. Circlert of the Planeswalker, Very Rare (Requires Attunement) - While you wear this circlert, you can choose to be considered on your native plane for the effects of banishment and other spells used against you. Whenever you're away or crossing the planer border (like with a blinking spell), you may hit 1d4 healing points.Abba from death - this dress gives you the appearance of a ghost-face skeletal shrouded with dried skin, with black holes for the eyes. Gives a disadvantage to the attacks of the undead, because the undead creatures are confused with their strange appearance. It's nice to look like a lychwe without actually being one. It Heat on the wearer if blown over the wind. It was made as a gift for a lover so that they would travel to the mountain ranges without worrying about freezing. Gives cold damage resistance. Abs of power - Dark red abs with long extra flaps on the back that will bend and stiffen into a functional chair when the wearer tries to sit down. Built for a witch who has trouble walking across town without a break. It grants the ability to take a short break in a fraction of the usual time. 1. Use a day, Find collar - leather collar with a small metal badge from a star on it. A bracelet matched with the same badge. A person wearing the bracelet can make a small light at 50 feet high. A wife ordered the collar after her husband, a retired soldier with significant PTSD, lost the dog he had bonded with. False king's crown - a tin crown that increases your confidence and image of those who wear it. Made for a shy human boy who has trouble talking to people. Donations +2 to Charisma.Dryl's Vest of Haste - a black leather jacket with wings painted on the back. This gives the wearer advantage in the initiative roll and +2 to the intimidating roll, plus proximity with Crossbows.Death Elk head-cut, decomposed head of giant sieve. It is resanied by necromesis and roars ominously when it makes eye contact with another living existence. Choose an existing one that you can see within 30 feet of you. If the creature can see or hear the death of Sift Head, it should succeed in throwing saving wisdom (DC 14) or terrified of you until the end of your next turn. It holds an accusation, and should be charged by dipping it into fresh blood. Demogog tie - a large red necklace that hangs on to the wearer Crouch. When worn, the tie trimmes the wearer's hair and wispy, causing their skin to turn orange and leathery. The wearer's INT is reduced by 3 while wearing a tie and they use the word tremendously a lot. When the wearer speaks, all in the ear should save DC 15 WIS, and anyone who fails will believe whatever the tie-up has said, no matter how ridiculous. Deodorant soap - a bar of soap that, when used to wash your body, eliminates body odor and makes +1 donations to stealth and persuasion. Lasts for 1 day. Dog whistler - When blown, it doesn't make any noise. 1d4 Fight round later, a dog appears and does 1 thing:Pees on the user's feet, soaks up his clothes, and then escapes. Enemies are disgusting and the user avoids for round 1d6, only attacking the user if they are attacked. Pops is on the battlefield and fleeing. If someone steps on the stool, they slip and are prone to going, and should spend the action to get back. Acts as an emotionally supportive animal, inspiring and giving the user +1d6 on their next roll. Wacky nearest enemy by charging at them and barking, giving Tact advantage in rolling your next fight against that particular enemy. Edible hat -- a hat made of edible fiber -- probably cornsilk, but probably hair. Whatever the material, it's a magic hat that gives consumer 1 use of inspiration if they say aloud, If I'm wrong, I'll eat my hat! and then I'll eat the hat. Eating hats takes place over 1d4 rounds of combat, during which the character can only use the actions of the movement or dodge. Ethereal Striders - Boots, very rare. As you operate your move you can instead go away. In order to stay away, choose how far you want to travel, then do a normal roll. D.C. traveled 5+1 for every five feet (1 square meter). If you are not successful in DC your remote review fails. It has 3 charges, re-filling the charges every day at dawn. Fairy Dragon Coffee - For a round of fighting, drinking speed has tripled, they are +5 to AC, they have an advantage in throwing saving Dexterity, and the character can do 3 actions. But in the next round, the character takes 1 point of fatigue. Amazing power figurative: Ruby chicken - this figur can become a large chicken for 24 hours, strong enough to be ridden and carry up to 250 pounds. This AC of 10, HP of 22, to hit +4, can peck for noisy damage of 1d6. Has the featherfall.Fire Mephit Lantern effect - a lantern with a small fire Mephit inside. Miffitt can talk, bring out the light lantern up to 100 feet, and it can't be turned off. Fist Flask - When a character imbibes the contents of these flasks, they gain 1d6 damage to their unarmed strikes for 3 fight rounds. Formidable strikes also push the average or smaller target back 20 feet. Melt Fletcher - a green glove that allows the user to stop or grab projectiles. It gives the wearer +1 AC against all non-magical range attacks. If the wearer completely avoids attack, the user takes the projectile. Focus sponsor, unusual (requires Attunement by Warlock) - whenever you cast your Eldrich blast against the enemy, roll d20. At 20, you'll re-slot the warlock spell. You gain the ability to sponsor Level 1 from the sponsor you do not serve. Example: A wake-up mind while a Warlock ley supporter. For effects granted by this ability, you count as a level of a Warlock. It functions as a confidential focus. Furby from The Recordings - This game looks like a small fey animal with big creepy eyes. Furby can save a spell from each level and cast it autonomously the number given from minutes later. Any creature can cast a spell of each level into Furby by reading the spell while staring into Forby's eyes, and then saying how a few minutes later they want the spell active. If Forby can't hold the spell, the spell is spent without effect. The spell uses slot levels, DC save spells, spell attack bonuses, and spellcasting ability of the original caster, but is otherwise treated as if you're cast a spell. Forby's spell is spent, it can no longer be used for this purpose, but random tipplings will repeat the conversation. Magehand gloves - need attunement. The magical gloves you wear are immediately permanent magehand until the gloves are worn, which you can use as you normally like magehand. You can also punch twice in 1 round of fighting for 1d4 bludgeoning injuries. The catch is that, conjured magehand can be attacked or damaged, and any damage done to the magehand will also be inflicted on the wearer's hands. Fork Gluton – Once a day, this fork will allow the user to eat any non-magical items they can fit in their mouth and re-2d6 HP. Just tap the fork about and it will become edible. Grease Grenade - A fist-sized glass ball that sheds 1d20+5 feet of grease when and where it breaks. Knight's hand begins, unusually - once in every long break you can cast blessings each time as a first-level spell without using the spell slot. Gain 5 points lying on hand at each long break. Haunted Doll - Very creepy looking doll. When the owner fails to throw a third death rescue, the doll dies instead of its owner. Hellen earrings - an earring that remotely describes everything visible in front of the wearer, whether they can see it or not. Made by a child genius for his blind mother who worked tirelessly in order to pay for his magical training. Donations are 60t from Blindsight.Holethrower - a simple looking wooden slingshot with intricately carved handles. Once a day, this slingshot can fire any unchanged projectile and create a circular hole 1d20 feet wide on any non-magical, non-living object or barrier. Auditory horn - copper horn that allows the user the advantage to roll perception based on hearing when used. Made for an aging grandmother so that she could hear her grandchildren better. Jack O Lantern - Pumpkin carved with a candome inside. Light projects within a 10ft radius and dim light within a 30ft radius. can be used once to summon a headless horseman to fight alongside you in a battle, after which he takes lanterns and leaves with it. If an ally is beheaded in combat, their heads can be replaced with squash to revive them with 1 horsepower. Jugs of Bees - jars of bees. The door is a screen so you can breathe. If thrown up to 50 feet, it will smash and wacky enemies with 1d6 noisy damage for 6 seconds. Joshua sandals - a pair of leather sandals that allow the wearer to walk on the water. Tracking Lens – A monox that allows the user to see a particular person or creature's footprint once a day that was inside the area. Les Stroud's pocket guide to adventure - once a day, the owner of this guide may read a section associated with a specific skill to gain an advantage on all rolls related to that skill for the next 24 hours. The owner may also read the mall To grant an additional party member the same benefit. Leviathan Axe - A bearded axe with a blade of mythology, written with mystical inscriptions. The handle is made of the arm of a tant. Axe deals 1d8 + 5 harm reduction. If thrown, the axe returns to Wilder's hands at 104 p.m. unless he is taken and held by Str against a D.C. 18. In nat 20 roll attack, it also hit 1d6 cold damage. Lucky Penny - If a player gets nat 1 on a perception check, roll 1d4. In a 4, the character finds a penny lucky. The next time they roll nat 1, they have a reroll and the lucky penny turns into a natural copper. Cravat Mage's - a necklace that soothes the throat and allows the wearer to sing/speak for long periods without their injury. Donations withstand the effects of blackouts. Magnetic charge - a fist-sized metal ball with a button on top. When the button is pressed, the ball will start to shine and produce a magnetic field that takes 6 seconds. The field excretes any metal objects within 10 feet of the ball. It takes 1 day to recharge. Massamon Instruments - A collection of knives and forks made of trillits with small runes embedded in batches. When the fork is put into food (non-living material) allows the knife to cut through it with little to no resistance. Made as a gift from a wife to her husband so that she won't waste saw time through her cooking like a log. Medallion of the Labyrinth - A medallion that, when focused on, always displays a faint blue line, curving around trees or arching over rocks. It will always show the fastest way home, but not the easiest, an imperfect ensn made by a well-meaning wife for her husband, so that she can always find her way back to her. Imitation coin - When swallowed, this coin polymorphates the user into a random non-magical item, object, or piece of furniture for 1d4 hours. The user's case will become roughly the same as the size category as the user itself. The item cannot be damaged or transported in any way, magical or otherwise. If touched by the hand of a living person or another main limb, the user will again become their original shape. Misspell Book - Needs adjustment. A book of confidential knowledge that allows the user to use a reaction to change a letter in the attacker's magic spell and create a different effect. Clever seeing mirrors - a pair of mirrors. One can see through the other as if there was a trans-magic tunnel between the two. Nothing can go through it. Monocle from Farsight - a tin monocle that allows the wearer to see a great distance. Made by an artifact that can no longer view the beautiful landscape around your house as she ages. The advantage of donations to perception. Orrey of planes - small brass knuckles, meant to be set on the table and gemstones entered to its top. Gives a small, hologram-like view of an elemental aircraft and changes which aircraft is displayed with change Jewel. It seems to have been a gift from a gentleman to his child, as such a craft would be quite expensive. Nostalgic pan - a frying pan and lid that materialized a fully cooked breakfast platter for once a day when exposed to flame. Adds 1d10 temptation printers on long breaks. Someone's mother had enchanted it as a gift for her child to leave so she could always have breakfast cooked at home. Pendant of sorrows - a music box pendant, which, when scarred and played, eedates a somber, soothing song, like the one sung by a long dead but much loved parent to their child. While the song is played, another sound chokes around the wearer and the user cannot be afraid. Piot – When consumed, this hallucinogenic fungus returns a spell slot together, but causes the user to hallucinate a random effect of d100 tables for 1d4 hours. Quill of Desire - A levitating quill that writes out whatever the last person who touched it wants, given that it has enough ink and parchment. Someone's son had ordered it after his novelist father lost feeling in both hands after a wall collapsed on him. Railsplitter - a bearded axe that allows the user to cut down each tree once a day in a swing. Resin of Strommaus, Uncommon - Sweet, viscous tree sap collected from an unknown tree. It smells like pine, perhaps, with a mead sweetness, and tastes like mead. While it chews like gum, these resin imbues chewing with a mocking counterdeluded counterclasp, and donations +1 to the charisma balance ring - an emerald ring that give the wearer an abnormally strong sense of balance. Made for a diplomat by her husband so that when she went on long cruises she didn't get sick sea. Donations +1 to skill skills and acrobatics. Colonel's ring - makes the wearer extremely aware of each and all chickens within a 1 mile radius. The ring can allow the wearer to summon 1d20 chickens to attack the enemy for damage 1d4+Cha bludgeoning once a day, but should charge it by licking all your fingers. Giantslayer Ring - A simple copper ring that awards the wearer +2 to AC and +2 to attack the roll against any enemy in large or larger size categories. Gramrian ring - Once a week, the wearer of this ring can change a letter of an item in enemy equipment to change its appearance and function. This effect is determined by DM, but is intended with the intentions of the ring carrier. Kinetic storage ring - This simple silver ring allows the wearer to store energy from moving their bodies throughout the day, and release it in a strong burst. The ring is covered up to 5 times, the number of loads stored in the ring increases once every 2 days. As an act, you can take an unarmed strike with a ring-in hand. This unarmed strike deals an additional 1d6 bludgeoning damage per roll afterwards, once a day, but reading it requires an Action.Transmutation Steward, a rarity (requiring Attunement) - this little sculpture initially appears to be a mundane object. If targeted by magic detection it registers as very magical, and if targeted by identification it shows its properties. The sculpture is actually a small half-hearted creature that wakes up on the firetoration. When awake, it assumes a form of your choice that is small and with a challenge rating less or equal to 1/8. While in this form, it acts as familiar in the find spell. If this is available within 10ft of you, it can jump into your hands and become a +1 weapon of your choice. It takes bonus action to turn. In subsequent turns it could, as a bonus act, become your familiar form or to form another weapon of your choice. If the creature is killed, it will return to the statue and recover over the next 24 hours. After this recovery period, it can then be reset. Terper boots - long leather boots that are severely damage-resistant noisy. Made for a hunter who tends to forget where he laid his bear traps. Passenger Walking Stick, a rare (requires Attunement) - These employees function as +1 Quarterstaff and focus confidentially. The staff has five charges, and each dawn charges 1d4 charges are reinstated. You can spend one charge to deal with 1d6 additional force damage in a successful melee attack. You can spend 3 charges to Counterspell in Level 3 using your reaction without spending spell slots. If you successfully spell Counterspell out level 5 or higher you can add 1 charge to the maximum charges employees can hold. DC to deal with spell level 4 or above is 10+ spell level, rolling d20+ changing your casting. Trevhart Hook - a small hook that can be chased on the user's ear and allows the user to know someone's true intentions. This gives the wearer an advantage and +2 in all insight checks. Wonder Twin Rings - needs to be adjusted. If two magic users wear this top-five ring as an act, they can combine two stats of their Spellcasting ability and cast a spell at that level in their next turn. Has 5 charges, can be charged by heating them up with dragonfire. Doctor's pendant - a pendant with a small cross carved on it. After casting a spell that returns the impact points of an existing one, the wearer rolls out a d20. On a roll 17 or higher, the healing spell doesn't cost the user a spell - He needs to be discreet. Staff gnarled a stick that accidentally cursed a target with a wild magic wave d100 curse accidentally rolled by Custer. It doesn't do any harm. Bedroll repellent water - a bedroll that creates a mild water repellent barrier around it until someone lays on it. A gift made for a traveling businessman not to worry about sleeping in the rain. Allows the user to survive in extreme weather without receiving damage. Sword of the Wind - a steel cutella that resembles a giant feather. Five charges have one charge can be spent to an attack knocking the ghost effect of 10 feet, or all five can be spent on one to imbue an attack with a 50-foot ghost knockback. Dreidel Wizard - a wooden top that will keep spinning until someone looks at it. Made to teach focus to a young boy who has difficulties concentrating on one thing at a time. Once a day, it awarded +2 to the ability to spellcast the user for 1d4 hours. Buoying winds - A small leather log enchanted to magically float when exposed to water. To order a gentleman after his daughter almost drowned in a fish pond estate. Wicked Cadegle - a well-built wooden club, wrapped in barbed wire. The wood is stained with blood, but you can only make the word LUCILLE in the club shaft. 1d6 bludgeoning damage. Gives an advantage to attacks against ghosts. In a nat 20, the target skull is open if the target is a humanoid. humanoid .

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