



PC Item Details Report

16-Jan-2018

IFGS ID: 2746

2 MK Yan Kankuk

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer Of Eed	453	12875	1	Y	Y	1
1	When worn by the bonded owner, this will allow the user to cast a 10 point Spell Protection, a Resist Pain, and an Earth Healing, each once per day.					Fin
Celestial's Ring	1636	4340	1	Y	Y	1
1	User is allowed one dodge blow a day.					
2	Upon use of dodge blow, gain 8 points of elemental protection, user's choice of element.					
3	This item can only be used in future "Shadow"games by David Wood or in future Triad games by game design.					Fin
Aspect of the Beast: Panther, 1xpd	2378	12780	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to cast Aspect of the Beast: Panther as per the DR 8 spell, once per day.					Fin
Arachnadrake Scale (Elephant Hide, 1xpd)	2759	3250	1	Y	Y	1
1	When worn by the bonded owner, allows the owner to cast Elep[hant Hide as per the DR 5 spell, once per day.					Fin
Battle Fever, 1xpd	3250	1500	1	Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a 1st level Battle Fever as per the FT 1 ability, once per day.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
8 Point Heal, opd	1640	960	1	Y	Y	1
1	Provides 8 points of healing, once per day.					Fin
Get Out Of Death Free - Life Spark	2853	500	0	Y	Y	1
1	When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only.					Fin
2 Point Healing, 1xpd	2934	240	1	Y	Y	2
1	When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bump Of Direction, 1xpd	2946	600	1	Y	Y	1
1	When invoked by the bonded owner, the user will able to cast a Bump Of Direction as per the CL 2 spell, once per day.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Familiar Container/Blank Template	2760	1000		Y	Y	1
1	???					
One pound of Preserved Kraken Steak	3203	0		Y	Y	1
1	This is one pound of preserved Kraken steak.					Fin
Sponge	3255	160		Y	N	1
1	When invoked, this item allows the user to cast Plant Seek - Sponge as per the DR 5 spell, one time only.					Fin
Headband of the Unicorn, 1xpd	3272	50	1	Y	Y	1
1	When worn by the bonded owner, this headband allows the user to call upon a Guardian Unicorn Spirit, once per day.					Fin
Ghost Wyvern Venom GLand	3401	10		N	N	1
1	This is the venom gland of a ghost Wyvern.					Fin



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OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Iss Rune: +1 Elemental Damage Ice, opd	1612	550	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast +1 Elemental Damage, ICE as per the DR spell, once per day.						Fin
Kaun Rune: +1 Elemental Damage Fire, opd	1613	550	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast +1 Elemental Damage, FIRE as per the DR spell, once per day.						Fin
Beating Rings	1638	5600	1	Y	Y	1
1 Allows the user to throw 8 points no defense as per the knights ability 1/day.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 point Ability Point Generator	891	5000	1	Y	Y	1
1 When invoked by the bonded owner, provides the user with 10 additional ability points, once per day.						Fin
1 Point Spell Point Generator, 6xpd	1080	2400	6	Y	Y	2
1 When used by the bonded owner, this item will restore on spell point, six times per day.						Fin
3 Ability Point Generator, 6xpd	1546	7200	1	Y	Y	1
1 When invoked by the bonded owner, provides 3 Ability points, six times per day.						Fin

Total Value of all items: 62205 + 17680 gold 79885

3 MU Gordon Dexter

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	368	4500		Y	Y	1
1 Provides the bonded owner with an additional 2 points of ptection from all forms of damaging attacks while being worn.						Fin
Earcuff of Life Support	1233	2250	1	Y	Y	1
1 When worn by the bonded owner, this item provides the user with 9 points of Life Support as per the MK ability, once per day.						Fin
Potion of Vervain	2113	80		Y	N	5
1 When consumed, this potion allows the user to cast Plant Seek, Vervain as oer the DR 5 spell, one time only.						Fin
Life Support, 1xpd	2118	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Life Support as per the MK 7 ability, once per day.						Fin
Kip, 1xpd	2133	1620	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Kip as per the MK 4 ability, once per day.						Fin
Evade, 1xpd	2147	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform Evade as per the MK 7 ability, once per day.						Fin
Dodge Blow, 1xpd	2148	2500	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, once per day.						Fin
+1 Permanent Life Point	1646	2000		Y	Y	1
1 This is one extra innate Life Point. It can never be traded, transferred, or sold.						Fin



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3 MU Gordon Dexter

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Treywood Goblet, 1xpd	2679	2100	1	Y	Y	1
1	This item will send the bonded owner a Mental Signal as per the MU 5 spell if poison and/or mind-altering substance is placed in the glass, once per day.					
2	This item will also perform a Neutralize Poison, Self Only as per the MK 4 ability, once per day.					Fin
Uder Stone - 3 Pts, 1xpd	2680	1140	1	Y	Y	1
1	When invoked by the bonded owner, when placed in a normal heat source this stone will slowly absorb the heat and radiate it back when in the cold. It provides 3 points elemental protection from Ice.					
2	It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point.					Fin
Gem of Detect Poison, 1xpd	2731	800	1	Y	Y	1
1	When worn by the bonded owner, this gem grants the ability to perform a Sense Poison as per the TH 1 ability, once per day.					Fin
Hat of Thieves, 1xpd	3298	2100	1	Y	Y	1
1	When worn by the bonded owner, this hat will allow the user to perform a Disguise at level 7 as per the TH 7 ability, once per day.					Fin
Confidence, 1xpd	269	4500	1	Y	Y	1
1	When invoked by the bonded owner, allows the user to perform Confidence as per the KN 7 ability, once per day.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing	2146	24		Y	N	20
1	When invoked, this crystal will provide 2 points of healing, one time only.					Fin
2 Pt Healing, 6xpd	2400	1440	6	Y	Y	1
1	When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, six times per day.					Fin
2 Points of Healing	2525	24		Y	N	83
1	When invoked, this item will provide 2 points of Healing, one time only.					Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eye Of The Beast	886	1100	1	Y	Y	1
1	When invoked by the bonded owner, casts a Wathit as per the Ranger spel, once per day.					Fin
Scroll of Death Mark Removal Ritual	3278	0		N	N	1
1	This scroll contains complete instruction on how to remove the Death Mark put onto PCs by the avatar of Death in the Unbalanced Elemental series of games.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
CAP-for-Gold	369	0		N	N	1
Everfull Vial of Oil	813	100		Y	Y	1
1	When invoked by the bonded owner, this item creates one dose of oil, usable every five seconds, cannot be used in combat.					Fin
Everfull Vial of Acid	814	100		Y	Y	1
1	When invoked by the bonded owner, this item creates one dose of acid, usable every five seconds, cannot be used in combat.					Fin
Everfull Vial of Wine	818	100		Y	Y	1
1	When invoked by the bonded owner, this item creates one cup of good, but not great, drinkable wine, usable every five seconds.					Fin



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MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mystic Mushroom	870	600	1	Y	Y	1

1 When invoked by the bonded owner, will perform a Shiatsu 1 as per the Monk ability, once per day. *Fin*

Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
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1 When invoked by the bonded owner, this item will cast Faery Lights as per the DR1 spell, once per day.

2 It will also cast Shadows of Concealment at level 6 as per the DR 6 spell, once per day.

3 The Shadows of Concealment level can be increased to level 10 at a cost of 200 gp per level.

Changed to a Female	3299	0		Y	Y	1
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1 This PC was permanently transformed into a female. Dr. FrankenMurder put a level 10 curse in combination with Polymorph Other in order to effect this change. *Fin*

MOVEMENT

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cat of Grace	803	1050	1	Y	Y	1

1 When invoked by the bonded owner, casts ONE of the following once per day: Balance, Climbing, or Leap. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Alurran Portable Gate	2533	17580	1	y	Y	1

1 This is a portable gate made by the Alurrans an unknown amount of time ago. Over time, the gate was possessed by a demon who turned it into the demon gate. The demon has been vanquished but the abilities still remain.

2 The bonded owner is able to perform a Spell Steal, three times per day. This allows the user to steal any prepared spell from anyone else and use that spell as if they had cast the spell. There is no spell point cost to use this ability.

3 In addition, the user can cast Aspect Of The Beast-PANTHER, once per day.

4 Finally, this item will restore 2 spell points, six times per day. *Fin*

Fighter's Blow, innate, 1xpd	2541	3300	1	Y	Y	1
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1 This innate ability will allow the user to perform a Fighter's Blow as per the FT 8 ability, once per day. *Fin*

Sugar Skull Necklace #10	3344	2900	1	Y	Y	1
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1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.

2 When invoked by the bonded owner, this item will allow the user to cast a 14 point Earth Seeds of the Elements spell as per the DR 6 spell cast at level 7, once per day.

3 The Seed may be raised to a total of 20 pts (10th lvl) at a cost of 100 per pt.

4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day. *Fin*

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Point Generator: 6 points	144	3000	1	Y	Y	1

1 When used by the bonded owner, generates 6 spell points once per day. *Fin*

Sneeze Berries	869	100	1	Y	N	5
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1 When consumed, will restore 2 spell or ability points AND cause the person who ate them to sneeze uncontrollably for two minutes, one time only. *Fin*

1 Spell Point Crystal	2143	50		Y	N	18
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1 When invoked, this crystal will provide one spell point, one time only. *Fin*

4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day. *Fin*

One Spell Point Crystal	2524	50		Y	N	100
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1 When invoked, this item restores one spell point, one time only. *Fin*



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POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Point Spell/Ability Point Generator, 6xpd	2688	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate one additional spell point OR one additional ability point, six times per day.						
2 When acquired, the bonded owner must set whether this item generates Spell points OR ability points.						Fin
Total Value of all items:		84252 + 13503 gold				97755

4 KN Sir Sarkyn

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ringmail of Regrowth	167	1400	1	Y	Y	1
1 This is +0 magic chainmail that allows the bonded owner to use 10 points of Improved Fighter's Regen once per day.						Fin
Total Value of all items:		1400 + 233 gold				1633

5 TH Garret

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Troll Heart	160	900				1
1 When consumed, this item provides the owner with the ability to perform 10 points of Fighters Regen, once per day. This ability cannot be bought, traded, sold, or lost.						Fin

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Immunity To Poison, one shot	199	250		Y	N	1
1 When invoked, grants the user Immunity to Poison as per the Monk ability.						Fin
Item of Escape Bonds - one shot	211	50		Y	N	1
1 When invoked, this item will allow the user to Escape Bonds as per the Monk ability, once.						Fin
Item of Neutralize Poison	212	1000	1	Y	N	1
1 When invoked by the bonded user, will cast the spell Neutralize Poison once per day.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Neutralize Poison Potion	205	100		Y	N	1
1 When consumed, casts the spell Neutralize Poison on the user.						Fin
Healing Potion, 4 Pts.	388	48		Y	N	1
1 When consumed, provides 4 points of healing.						Fin
Healing Potion, 12 Pts.	391	144		Y	N	1
1 When consumed, provides 12 points of healing.						Fin
Remove Curse, Level 9	1272	360		Y	N	1
1 When invoked, allows the user to cast Remove Curse at level 9 as per the CL ability, one time only.						Fin
24 Points of healing	1273	288		Y	N	1
1 When invoked by the bonded owner, provides 24 points of healing, once only.						Fin



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5 TH Garret

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Savvy	206	550	1	Y	N	1
1 When wielded by the bonded owner, this item allows the user to cast Savvy, once per day. <i>Fin</i>						
Bead of Wathiit, once per day	395	800	1	Y	Y	1
1 When invoked by the bonded owner, this bead allows the user to cast the spell Wathiit once per day. <i>Fin</i>						

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Arrow of Penetration	93	115		Y	N	1
1 This is a magical Arrow of Penetration. When fired it will penetrate into its target and cannot be removed. <i>Fin</i>						
Everfull Vial of Acid	196	200		Y	Y	1
1 When wielded by the bonded owner, this vial creates one dose of acid every six seconds. This acid may NOT be used in combat, and it requires 6 seconds between each use. <i>Fin</i>						
Item of Disarm Mechanical Trap	209	145		Y	N	1
1 When invoked, this item will allow the user to Disarm Mechanical Traps, once. <i>Fin</i>						
Item of 5 x Thieves Touch - one shot	210	350		Y	N	1
1 When invoked, this item will allow the user an addition 5 Thieves Touches in any increment, once. <i>Fin</i>						
Potion of Spring Water	385	50		Y	N	1
1 Mixing the contents of this box with up to 30 cubic yards of any other liquid will cause the spell Spring Water to be cast upon that liquid. <i>Fin</i>						
Mark of the Fairy Friend	386	0		Y		1
1 Pixies and other mischievous fairy folk may have a little mercy on the PC in future games. <i>Fin</i>						
2 If the PC ever takes any hostile action against Fairy Folk, the mark will disappear and the PC will no longer have the benefit provided. <i>Fin</i>						

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Flash Bomb	204	1200	1	Y	N	1
1 When wielded by the bonded owner, this item functions as a 15 point Fireball, once per day. <i>Fin</i>						
Item of LI Enhance - one shot	207	100		Y	N	1
1 When invoked, will cast the spell LI Enhance on the user. <i>Fin</i>						
Elemental Arrow	208	50		Y	N	1
1 When invoked, will cast the spell Elemental Arrow on the mundane arrow of choice - any element, once. <i>Fin</i>						
Arrow of Stun (opd)	280	1200	1	Y	Y	1
1 When fired at a target by the bonded owner, any target hit by the arrow takes the effect of a Stun, once per day. This arrow is always a critical arrow. <i>Fin</i>						

Total Value of all items:	7900 + 1630 gold	9530
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6 TH Kael

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Infiltrator's Armor	135	3000		Y	Y	1
1	When worn by the bonded owner, this functions as +1 magic Leather armor that allows the user to cast Disguise, 10th level once per day.					
2	To upgrade from +0 to +1= 1472 gp, to +2 = 3385 gp, to +3 = 5635 gp, upgrades must be made in order.					
3	This armor allows the owner to cast the Ranger spell Conceal Self at 10th level, once per day.					
4	This armor allows the owner to do a Monk's Leap, once per day.					
5	This armor allows the owner to do a Feign Death as per the Monk ability, once per day.					Fin
Total Value of all items:		3000 + 200 gold		3200		

7 MU Cydran The Seer

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Leap	1030	70		Y	N	2
1	When invoked, this item allows the user to perform Leap as per the Monk ability, one time only.					Fin
Item of Kip	1031	130		Y	N	1
1	When invoked, this item allows the user to perform Kip as per the Monk ability, one time only.					Fin
Item of Mental Signal	1032	115		Y	N	2
1	When invoked, this rag allows the user to cast Mental Signal as per the MU spell, one time only.					Fin
Potion of Vervain	1172	90		Y	N	6
1	When consumed, this potion of Vervain removes any trace of any Enthrall SAS cast upon the user.					Fin
Blue Amulet of Protection, 1xpd	2470	1189	1	Y	Y	1
1	Inactive: This amulet can be upgraded to perform Physical Protection once per day. The initial 6 point protection costs 960 gold. Each additional 2 points of protection up to 20 costs 120 gold.					
2	Inactive: This amulet can be upgraded to perform Earth Slap once per day. The initial 10 point Slap costs 1560 gold. Each additional 2 points of protection up to 20 costs 120 gold.					
3	Inactive: This amulet can be upgraded to perform Wrath once per day. The initial 10 point Wrath costs 1000 gold. Each additional 2 points of protection up to 20 costs 100 gold. Wrath is called in the name of the Ancestors.					
4	Inactive: This amulet can be upgraded to perform a Sense I once per day. This costs 1680 gold.					
5	Inactive: This amulet can be upgraded to perform a Sense II once per day. This costs 800 gold.					
6	Inactive: This amulet can be upgraded to perform a Missile Protection once per day. This costs 2000 gold.					
7	Inactive: This amulet can be upgraded to perform a Phase Out once per day. This costs 1950 gold.					
8	This amulet will not function for anyone except the person who retrieved it from the Spirit Grove. Its only value if sold is a mundane value of 50 gold.					
9	This amulet can only be upgraded through acts of service. The gold used to upgrade must come from CAP for gold.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
10 Point Healing Crystal	1000	120		Y	N	7
1	When invoked, this crystal provides 10 points of healing, one time only.					Fin
Gem of Life Spark	1002	400		Y	N	1
1	When invoked, this gem casts the Celical spell LIFE SPARK on the target, one time only.					Fin
Gem of Neutralize Poison	1003	100		Y	N	1
1	When invoked, this gem casts the Clerical spell Neutralize Poison on the target, one time only.					Fin



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7 MU Cydran The Seer

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Gem of Neutralize Disease	1004	100		Y	N	1
1 When invoked, this gem casts the Clerical spell Neutralize Disease on the target, one time only.						Fin
Potion of Vervain	1006	80		Y	N	2
1 This is a single preserved dose of the herb Vervain, as per the Druid Spell Plant Seek.						Fin
Gem of Life Spark	1017	400		Y	N	3
1 When invoked, this gem allows the user to cast Life Spark as per the Cleric spell, one time only.						Fin
Necklace of Neutralize Poison	1057	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to cast Neutralize Poison as per the CL ability, once per day.						Fin

KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Token of Thieve's Memory	1005	85		Y	N	1
1 When invoked, this item allows the target to use the Thief ability MEMORY, one time only.						Fin
Item of Legend Lore	1035	55		Y	N	5
1 When invoked, this item allows the user to perform Legend Lore as per the Monk ability, one time only.						Fin

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Pill of Monks Balance	1023	90		Y	N	2
1 When invoked, this item allows the user to perform Balance as per the Monk ability, one time only.						Fin
Item of Telekinesis	1033	130		Y	N	1
1 When invoked, this rag allows the user to cast Telekinesis as per the MU spell, one time only.						Fin

OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Staff of Throw, once per day	429	1200	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Throw, once per day.						Fin
Item of Gale	1034	120		Y	N	1
1 When invoked, this item allows the user to cast Gale as per the DR spell, one time only.						Fin

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
+1 Permanent Spell Point	437	500		Y	Y	1
1 The user has one permanent, additional Spell Point.						Fin
1 Point Spell Point Crystal	1001	50		Y	N	5
1 When invoked, this crystal provides 1 spell point, one time only.						Fin
Spell or Ability Point Crystal	1016	50		Y	N	30
1 When invoked, this crystal provides 1 spell point, one time only.						Fin



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7 MU Cydran The Seer

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Point Spell Point Generator (6 x day)	1171	7200	6	Y	Y	1
3 When invoked by the bonded owner, this item will generate 3 spell points, 6 times per day.						Fin

Total Value of all items: 17469 + 538 gold 18007

8 FT Number 10 Ox

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 magic Plate Mail	2429	1650		Y	Y	1
1 When used by the bonded owner, this is a +0 magic plate mail.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	2423	240	1	Y	Y	4
1 When invoked by the bonded owner, this item provides 2 points of healing as per the CL 1 spell, once per day.						Fin

Total Value of all items: 2610 + 90 gold 2700

9 CL Rukh

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Ring of Protection	3029	1500		Y	Y	1
1 When worn by the bonded owner, this ring adds one point of armor against all forms of physical attack.						Fin

+0 Chainmail	3030	500		Y	Y	1
1 When worn by the bonded owner, this is +0 chainmail.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tin of 10 point Healing Tablets	3313	120		Y	N	10
1 This tin will provides one mint that provides 10 points of Healing as per the CL 1 spell cast at level 5, one time only.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eyelash of Major Lore, 1xpd	3080	800	1	Y	Y	1
1 When worn by the bonded owner, this eyelash allows the user to perform a Major Lore as per the MK 3 ability, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Baby Fairy Dragon, 1xpd	3015	1280	1	Y	Y	1
1 When invoked by the bonded owner, this baby Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.						
2 User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.						
3 The Flare can be raised to a total of 20 points at a cost of 100 per point.						
4 The Dragon can also case a Forsee as per the CL 2 spell, once per day.						Fin

Ring of the Magi	3016	2200	1	Y	Y	1
1 When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.						
2 This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.						
3 This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold.						Fin

Total Value of all items: 7480 + 5300 gold 12780
