



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 1 CL Balthor

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Jewel of Consecration (tpd)	269	2000	2	Y	Y	1
1 No clue.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
15 Points of Fighter Regen in Combat	243	1500		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Savvy	261	50		Y	N	2
1 When read, this scroll casts the spell Savvy on the user, once.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of Bast (Friend of the Felanashai)	242	0		Y	Y	1
1 This mark indicates that the bearer is a Friend of the Felanashai.						Fin

Ring of Hues	250	Zero	1	Y	N	1
1 No clue.						Fin

Item of Phase Out, 4 times only	258	220	4	Y	N	1
1 When used, the user will Phase Out. This can be used 4 times total.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Crystal, 5 pts.	289	250		Y	N	1
1 When invoked, provides the user with 5 spell points.						Fin

---

Total Value of all items:	4070+2200 gold	6270
---------------------------	----------------	------

---

## 3 RN Jonathan

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Exhort - Armor, 1 Use	3534	650		Y	N	1
1 Personal Negative Exhort, lasts until used, innate.						Fin

Elemental Protection - Fire, 1 Use	3535	240		Y	N	1
1 Elemental Protection - Fire, 12 pts, lasts until used, innate, once time only.						Fin

Dragonscale Shield	3540	14400		Y	Y	1
1 Magic shield +0, Elemental Protection 12pts vs directed fire damage, permanent. Made of overlapping dragon scales.						Fin

Dragon Mail	3529	9400		Y	Y	1
1 This is a suit of +3 magic chain mail.						Fin

Amulet of the Soul	3544	27000		Y	Y	1
1 +2 vs LI effects, permanent.						Fin

+1 Ring of Protection	3560	1500		Y	Y	1
1 A standard ring of protection +1.						Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 3 RN Jonathan

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Alicorn</b>	3539	4820	2	Y	Y	1
1 Its touch can Heal 12pts, twice a day.						
2 Its touch will bring any Unicorn to full health once per day. Using this aspect will use one of the two charges it has per day. Not usable as a weapon.						Fin
<b>Unicorn Horn</b>	3571	720	1	Y	Y	1
1 +6 point Heal, once per day.						Fin
<b>Bead of 26 Points of Healing, 1xpd</b>	3566	4800		Y	Y	1
1 This bead provides 40 points of Healing, once per day.						Fin
<b>Bracelet of Arms</b>	3567	19440	6	Y	Y	1
1 Autocast Heal Self, 2 point, 6 times per day.						Fin
<b>Spirit Possession</b>	3574	3120		Y	Y	1
1 At the start of each game day, the player who is possessed will have 26 points of Healing.						
2 Until the player has entirely used this Healing, the player will be at -1 to damage, armor, and LI.						
3 The spirit and all it's effects may be removed by a Dispel Magic - 10th level, or by a Practitioner of Spirit Magic in Lor who can exorcise the spirit.						Fin
<b>Life Support, 1xpd</b>	333	2700	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to perform Life Support as per the MK 8 ability, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Ornate Book of Svart the Riddler</b>	3521	0		Y	Y	1
1 Information about the deity Svart the Riddler.						Fin
<b>Detect Dragons</b>	3537	3900		Y	Y	1
1 Detect Dragons in an area 3' X 30', lasts 30 seconds, unlimited uses, innate.						Fin
<b>Favor of Tyche</b>	3531	1500	1	Y	Y	1
1 Commune with Tyche, once per day, innate.						Fin
<b>Draught of Spirit Animal Link #6</b>	3564	1200		Y	N	1
1 6th use, Melange dream, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Preservation Cloth</b>	3520	0		Y	N	3
1 Preserves plants for one game day as per the DR 3 spell using 1 charge.						
2 There are 0 charges remaining. It cannot be recharged.						Fin
<b>Ring of Exhort</b>	3524	7620	1	Y	Y	1
1 Casts Exhort, either damage or armor, once per day. It is recharged by casting an Exhort into it.						
2 Casts an 8pt Heal, once per day.						Fin
<b>Title: Knight of the Realm</b>	3522	0		N	Y	1
1 A title granted by Prince Matheris.						Fin
<b>Waterproof Scabbard</b>	3526	0		N	Y	1
1 A mundane scabbard made for Maraiel. It is designed to keep water out.						Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 3 RN Jonathan

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Draught of Spirit Animal Link #1</b>	3523	0		Y	N	1
1 1st use, allows imbiber to determine their spirit animal [Timber Wolf].						Fin
<b>Extra-large Quiver</b>	3527	300		N	Y	1
1 A mundane quiver that holds 30 arrows.						Fin
<b>Title: Baron of Meketh</b>	3538	0		N	Y	1
1 A title granted for services rendered in Meketh.						Fin
<b>Familiar: Lancelot</b>	3541	27400		Y	Y	1
1 He is a magical creature called a Unicorn; Lancelot is a Unicorn colt, level 1.						
2 He is a knight. All knightly abilities, armor, and weaponry, are innate. Abilities must be added by purchasing them individually.						
3 He has the ability to speak Common as well as Equine (all horse-like creatures) and can detect legal/social alignment at will.						
4 He can use up to half of his courage points to heal others. He has 24 ability points, usable once per day.						
5 He does silver magic damage with his Alicorn.						
6 As Lancelot gains age categories, he will also gain Savvy's to list his new abilities. Knowledge of abilities in a specific age category is not available until that age category is reached.						Fin
<b>Braided Phase Spider Rope</b>	3528	130		Y	Y	1
1 Self moving Magic rope.						Fin
<b>Title: Earl of the Dark Moon</b>	3530	0		N	Y	1
1 A title granted by Thomas Van Alystine. Comes with a chain of office and 500 acres of land.						Fin
<b>Amulet of Retainership</b>	3532	12000	2	Y	Y	1
1 This amulet has two spell storage slots at level 6.						
2 An empty slot can be charged at the beginning of a game day using blood credits.						Fin
<b>Player of ProCerus Training #1</b>	3533	2000		Y	Y	1
1 1st level Player training. Effective on 01-May-1993.						Fin
<b>Player of ProCerus Training #2</b>	3542	0		Y	Y	1
1 2nd level Player training. Effective on 01-Nov-1993.						Fin
<b>Draught of Spirit Animal Link #2</b>	3546	0		Y	N	1
1 Allows user to speak with spirit animal at no cost.						Fin
<b>Tyche's Dice</b>	3547	50		Y	Y	1
1 Magic dice, granted by Tyche on becoming a follower. No actual function. Results on use determined at GM discretion.						Fin
<b>Player of ProCerus Training #3</b>	3549	0		Y	Y	1
1 3rd level Player training. Effective on 01-Oct-95.						Fin
<b>Scroll of Dispel Magic, 10th Level</b>	3550	400		Y	N	1
1 This scroll casts Dispel Magic at 10th level.						Fin
<b>Player of ProCerus Training #4</b>	3553	0		Y	Y	1
1 4th level Player training. Effective on 22-Apr-96.						Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 3 RN Jonathan

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Player of ProCerus Training #5	3555	0		Y	Y	1
1 5th level Player training. Effective on 17-Feb-97.						Fin
Draught of Spirit Animal Link #4	3557	0		Y	N	1
1 Can speak with spirit animal and type at no cost.						Fin
Potion of Mend	3559	80		Y	N	1
1 Potion of Mend, 2 charges.						Fin
Title: Baron of Fiorgynsheim	3570	0		N	Y	1
1 A title granted by Justin.						Fin
Stick of the Dryad	3573	1570	1	Y	Y	1
1 Treeshift or Heal 12 points, once per day.						Fin
Good Magic Lockpick	3577	700	3	Y	Y	1
1 This is a magic lockpick that allows Thief's Touch, 3 times per day.						Fin
Acme Everfull Acid	3580	100		Y	Y	1
1 A magic vial of acid, refills once every 5 seconds, unlimited uses. Cannot be used in combat.						Fin
Acme Everfull Oil	3581	100		Y	Y	1
1 A magic vial of oil, refills refills once every 5 seconds, unlimited uses. Cannot be used in combat.						Fin
Wrist Band of the Non-Thief	3583	350	5	Y	N	3
1 Allows any class to Pick Lock as a 1st level thief, 5 charges, not rechargeable.						Fin

### MOVEMENT

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Amulet of Teleport	3554	2800		Y	N	1
1 1 teleport/day to the location of choice, activated by "You move me", contains 3 charges, non-rechargeable.						
2 Will teleport within line of sight up to 50'. Teleports the wearer and his possessions. Item bonds to user after first use. Cannot be used to initiate combat.						Fin
Brick of Mist Bridge, 1xpd	3561	1300		Y	N	2
1 This brick casts Mist Bridge, lasts until used or until the end of the game day, once per day.						Fin
Boots of Monk Leap	3563	4200		Y	Y	1
1 These boots allow the owner to cast Monk Leap, unlimited uses.						Fin
Monastic Socks	3568	8907	4	Y	Y	1
1 4 times per day, the bonded owner may do one of the following: Kip, Autocast Balance, Autocast Throw, Autocast Walk on Liquids, Autocast Leap.						Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 3 RN Jonathan

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Maraiel</b>	3525	120380		Y	Y	1
1	Maraiel is a sentient Longsword +5, who communicates silently with her wielder. On request, she will communicate all her Savvies to the wielder.					
2	Wielder is protected as if a permanent Elemental Protection - Lightning (12pts), has been cast upon him/her (blue flag).					
3	Absorbs Electrify spells that hit it and wielder may recast them at base damage at any time during the game day (red flag), once every 5 seconds.. Absorption is at the wielder's option.					
4	When fully charged, the potential spell energy may be released all at once in the form of a Lightning Strike (12pts), up to 4 times per day. once every 5 seconds.					
5	The sword can only absorb 4 Electrifies per day and may only discharge 4 Electrifies (or one Lightning Strike) per day. Any more than 4 affect the wielder normally. All stored energy dissipates at the end of the game day.					
6	Sheds light upon command in a 15' radius, equivalent to normal daylight.					
7	Speak Easy once per day.					
8	Savvy once per day.					
9	Find Herbs once per day. A ranger is still required to brew the potion.					
10	If the sword contains any spell energy and the wielder comes into contact with water, all energy dissipates into the wielder, No Defense, 6pts per stored Electrify. This renders the sword useless for the rest of the game day.					
11	Detects the presence of vampires within a 30' radius and silently informs her wielder if she perceives a given creature to be such.					
12	Causes a Venom Poison once per day on a successful weapon strike. This is done at the discretion of the wielder.					
<b>+1 Damage vs Dragons</b>	3536	1200		Y	Y	1
1	+1 damage vs reptilian creatures, permanent, innate.					
						Fin
<b>Egyptian Scarab</b>	3543	4830	2	Y	Y	1
1	+1 Strength, twice per day.					
2	Random Fog Brain at the owner's level, up to level 10, once per day.					
3	Scarab is a magic creature. The owner always detects as magic.					
						Fin
<b>Aspect of the Beasts - Wolf</b>	3551	9230		Y	Y	1
1	Aspect of the Beasts - Wolf, usable once per day, innate.					
						Fin
<b>Dukey's Bow</b>	3569	7200		Y	Y	1
1	+3 magic bow.					
						Fin
<b>Boo, the Attack Hamster</b>	3575	1550	3	Y	Y	1
1	Three times a day, Boo can be commanded to charge by shouting the command "GO FOR THE EYES, BOO!". Throw him at the target. This counts as a 3 point Physical Attack.					
2	Boo can, once a day, use Ancient Hamster Magic (Diagnose) to figure out what is wrong with his owner.					
3	Ancient Hamster Magic protects Boo from harm, like most magic items.					
						Fin
<b>Basic Elemental Bracer</b>	3576	1860	1	Y	Y	1
1	Affects melee damage as Elemental Damage +3, once per day.					
						Fin
<b>Bracer of No Defense Blow</b>	3578	5600	1	Y	Y	1
1	This bracer allows a No Defense Blow, 8 points, once per day.					
						Fin
<b>Stun Arrow Amulet</b>	3579	10080	4	Y	Y	1
1	This amulet casts Stun Arrow, 4 times per day.					
						Fin
<b>Premium Elemental Bracer</b>	3582	5000		Y	Y	1
1	This bracer casts Elemental Damage, any type. The element can be changed once every 5 seconds.					
						Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 3 RN Jonathan

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elemental Bracer	3584	6500		Y	Y	1
1	This magic bracer provides +2 Protection, permanent.					
2	It also makes all melee damage done Elemental Damage - Earth with the arm it is worn on.					Fin
Rain of Arrows	410	900		Y	Y	1
1	When invoked by the bonded owner, this item allows the user to perform a Make Arrows as per the RN 2 ability, once every 5 seconds.					Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sen of Power	3545	3150		Y	Y	1
1	7 spell/ability point battery.					
2	May be recharged once per day by putting 7 spell/ability points into it.					Fin
Draught of Spirit Animal Link #3	3548	2000		Y	N	1
1	+1 permanent life point.					Fin
S/A/S Generator #1	3552	2500		Y	Y	1
1	This ring generates 5 spell/ability points or 1 skill per day.					Fin
S/A Generator #1	3556	2000		Y	Y	1
1	Generates 4 spell/ability points per day.					Fin
Draught of Spirit Animal Link #5	3558	2000		Y	N	1
1	+1 permanent life point.					Fin
S/A Generator #2	3562	2000		Y	Y	1
1	Generates 4 spell/ability points per day.					Fin
Draught of Spirit Animal Link #7	3565	2200		Y	N	1
1	+4 ability points, once per day, innate.					Fin
S/A Generator #3	3572	500		Y	Y	1
1	Generates 1 spell/ability point per day.					
2	The number of generated points may be increased by 1 for 500 gold each, up to a total of 30.					Fin
5 Ability Points Generator, 4xpd	108	9000	4	Y	Y	1
1	When invoked by the bonded owner, this item provides five addition spell or ability points to the user, four times per day.					Fin

**Total Value of all items: 367077 + 0**

## 6 TH Tharic

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of Mighty Arms	670	960	6	Y		1
1	When wielded by the bonded owner, allows the user to cast a 1 point Heal, twelve times per day. 6 seconds must pass between each invocation, and each spell takes 6 seconds to cast.					Fin
+1 Ring of Protection	674	1500		Y	Y	1
1	When worn by the bonded owner, functions as a +1 Ring Of Protection.					Fin
Glove of Holding	719	1530	1	Y	Y	1
1	When worn by the bonded owner, this glove allows the user to negate a Dropsy once per day.					Fin



# PC Item Details Report

05-May-2024

IFGS ID: 408

## 6 TH Tharic

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion, 8 Pts.	400	96		Y	N	1
1 When consumed, provides 8 points of healing.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of the Fairy Friend	386	0		Y		1

- Pixies and other mischievous fairy folk may have a little mercy on the PC in future games.
- 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.

Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
----------------------------------------------------------	-----	---	--	---	--	---

- You have joined The Brotherhood as a full member. The Brotherhood is the Thieve's Guild of the city of Ninveh, and they are quite powerful. Refer to the Notes for more information.
- The Guild fees are 20 gp per level per game - payable to the GM and noted on your Gamer Form.
- You have become an EMPLOYEE of The Brotherhood. If you provide relevant, important information to the GM after each game, you will be paid a fee of 20 gp per level. Indicate that you have reported to the Guild on your Gamer form.

Bead of Balance, once per day	401	900	1	Y	Y	1
1 When worn by the bonded owner, will allow the user to perform the Monk skill BALANCE once per day.						Fin

Everfull Vial of Acid	545	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of acid, every six seconds. This acid cannot be used in combat.						Fin

Everfull Vial of Oil	546	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of oil, every six seconds. This oil cannot be used in combat.						Fin

Bracelet of Monk's Timing	732	400	1	Y	Y	1
1 When invoked by the bonded owner, this bracelet casts the Monk spell Timing on the wearer, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elemental Bracer	688	390	1	Y		1

- When invoked by the bonded owner, this bracer converts all hand-held melee damage into any one form of Elemental damage once per day.

Dwarven Mithril Silver Plating	689	300		Y		1
1 Applied Dwarven Mithril Silver plating to the +1 Spear, making it "magic, silver" damage.						Fin

3/4" Lock Pick	720	800		N		1
1 This is a 3/4" lock pick, usable by Thieves only.						Fin

<b>Total Value of all items:</b>	<b>6996+ 0</b>	<b>6996</b>
----------------------------------	----------------	-------------

## 7 TH Abdullah

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3/4" Lockpick Of Opening, 1xpd	2502	1500	1	Y	Y	1

- When used by the bonded owner, the owner can attempt to pick one lock per day as if they were a Thief equal to their own level, once per day. Thieves will instead get one extra attempt per level on a specific lock, once per day.

<b>Total Value of all items:</b>	<b>1500+1250 gold</b>	<b>2750</b>
----------------------------------	-----------------------	-------------