



# PC Item Details Report

16-Sep-2018

IFGS ID: 4160

## 1 KN Jevaire

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Acid	1578	100		Y	Y	1
1 When wielded by the bonded owner, this vial generates one dose of acid, every 5 seconds.						Fin

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**Total Value of all items: 100 + 11674 gold 11774**

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## 2 MU Fade

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Diagnose Self	570	48	1	Y	N	1
1 Reading this scroll will enable the reader to cast the spell Diagnose Self as per the 4th level Monk ability once.						Fin

Gem of Healing, 2 points, once per day	1050	240	1	Y	Y	3
1 When wielded by the bonded owner, this item provides 2 points of healing, once per day.						Fin

Bandage of 2 Point Healing, 1xpd	1925	2400	1	Y	Y	1
1 When used by the bonded owner, this item allows the owner to cast 20 points of healing as per the CL 1 spell cast at Level 10, once per day.						Fin

Wandering Revivers Ring	1926	3600	1	Y	Y	1
1 When used by the bonded owner, this item allows the owner to cast 12 points of healing as per the CL 1 spell cast at level 6, once per day.						
2 It also allows the userto cast 12 opoints of Ranged Healing as per the CL 7 spell, once per day.						Fin

Medallion of Isis	1929	2000	2	Y	Y	1
1 When used by the bonded owner, this item allows the owner to cast Neutralizee Poison as per the CL 4 spell, two times per day.						Fin

Bracer Of Arms, 1xpd	1930	1152	1	Y	Y	1
1 When worn by the bonded owner, this item allows the owner to cast 2 points of healing as per the CL 1 spell, six times per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Knowledge, 1xpd	1928	1880	1	Y	Y	1
1 This item allows the bonded owner to cast any three (3) of the following Lore spells, once per day. The available Lores are: Heraldic Lore (KN 1), Legend Lore (MK 1), Major Lore (MK 3), Nature Lore (RN 1), People Lore (TH 2), and Religion Lore (CL 1).						
2 Each Lore may only be cast once (1) per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Pin of Ent Friendship	565	0		Y	Y	1
1 This magic pin will cause any sane Ent to treat the bearer as a Friend to all Ents. This pin cannot be stolen, but can be given away.						Fin

Scroll of Detect Illusionary Terrain	571	85		Y	N	1
1 Reading this scroll will enable the reader to cast the spell Detect Illusionary Terrain as per the 3rd level Ranger ability once.						Fin

Scroll of Forsee	572	70		Y	N	1
1 Reading this scroll will enable the reader to cast the spell Forsee as per the 2nd level Cleric ability once.						Fin



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### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Bump Of Direction	573	50		Y	N	1
1 Reading this scroll will enable the reader to cast the spell Bump Of Direction as per the 2nd level Cleric ability once. <i>Fin</i>						
Scroll of Track People	575	50		Y	N	1
1 Reading this scroll will enable the reader to use the ability Track as per the 3rd level Thief ability once. <i>Fin</i>						
Mummy Dust	1458	10		Y	Y	1
1 This is small bag containing oone cup of Mummy Dust, recovered after the Mummy was slain and had crumbled into dust. <i>Fin</i>						
Ashes Of A Fire Knight	1645	100		Y	Y	1
1 This is 1 cup of the ashes from a dead Fire Knight <i>Fin</i>						

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of the Mantis	1637	4440	1	Y	Y	1
1 Allows the user to cast Insect Strike at their level +2 1/day. <i>Fin</i>						

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Point Spell Point Generator	1051	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 3 additional spell points, once per day. <i>Fin</i>						

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**Total Value of all items: 22445 + 1931 gold 24376**

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## 3 CL Horton

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Blight Immunity	1958	0		Y	Y	1
1 Having been brought to the edge of death by a Blight Demon and survived (in however convoluted a fashion), you have begun to develop a resistance to the contagion of that particular demon. <i>Fin</i>						
The Keepers Kit	1959	1435	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to Sense Traps as per the TH 2 ability, once per day.						
2 In addition, the owner can also perform a Disarm Mechanical Trap as per the TH 5 ability, once per day.						
3 In addition, the owner can also perform a Disarm Magical Trap as per the TH 9 ability, once per day. <i>Fin</i>						
+0 Shield	1965	90		Y	Y	1
1 When wielded by the bonded owner, thsi is a +0 magic shield. <i>Fin</i>						

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**Total Value of all items: 1525 + 3667 gold 5192**

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## 6 KN Scruffy

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Point Healing Crystal	3096	24		Y	N	1
1 When invoked, this crystal provides 2 points of Healing as per the CL 1 spell, one time only. <i>Fin</i>						



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## 6 KN Scruffy

### MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
<b>Ring of the Magi</b>	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. <i>Fin</i>					
<b>Nosering of Leap, 2xpd</b>	3105	1400	2	Y	Y	1
1	When invoked by the bonded owner, this nose ring will allow the user to perform Leap as per the MKS 2 ability, twice per day. <i>Fin</i>					

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<b>Total Value of all items:</b>	<b>3624 + 3450 gold</b>	<b>7074</b>
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