



PC Item Details Report

05-May-2024

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

Total Value of all items: 100+11674 gold 11774

2 MU Fade

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 9 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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2 MU Fade

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.						Fin
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.						Fin
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.						Fin
Ashes Of A Fire Knight	1645	100		Y	Y	1
1 This is 1 cup of the ashes from a dead Fire Knight						Fin

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.						Fin

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.						Fin

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.						Fin
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.						Fin
+0 Shield	1965	90		Y	Y	1
1 When wielded by the bonded owner, thsi is a +0 magic shield.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Heal, 1xpd	3502	480	1	Y	Y	1
1 When invoked by the bonded owner, this item casts a 4 point heal as per the CL 1 spell, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
20 Acres of Land from Sir Tainly's Estate in Fiorgynsheim	3500	0		N	Y	1
1 This is 20 acres of land from the estate of Sir Tainly of Fiorgynsheim (Rich Adkisson).						Fin



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3 CL Horton

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Complete Set of Everfull Vials	3501	400		Y	Y	1

1 When used by the bonded owner, this is a set of four everfull vials: one each of Oil, Acid, Water, and wine.

2 This set cannot be broken up or subdivided in any way.

Fin

Total Value of all items:	2405+4117 gold	6522
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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.

Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

Nosering of Leap, 2xpd

3105	1400	2	Y	Y	1
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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.

Fin

Total Value of all items:	3624+3450 gold	7074
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