



PC Item Details Report

11-May-2018

IFGS ID: 4165

5 CL Kain

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Cowardice	484	1950	1	Y	Y	1

1 When invoked this item acts as the magic-user spell PHASE OUT, it can be used 1/day. Fin

1 Permanent Life Point	2190	2000		Y	Y	1
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1 This item provides one additional permanent Life Point to the bonded owner. Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Preserved Powder of Damiana	476	130		Y	N	1

1 When ingested (the powder can be dropped into a drink) it affects the individual as per the 6th level Ranger ability FIND HERBS: DAMIANA. (love potion) Fin

Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1
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1 When invoked by the bonded owner, this pair of dice will cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.

2 This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 point increment costs 530 gp. Fin

Life Light Crystal	2191	1000		Y	N	1
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1 When wielded by the bonded owner, this Crystal provides each of the following, one time only: 1 spell or ability point AND

2 one Life Spark as per the CL 6 spell AND

3 one Lightbeam - Moonbeam pas per the DR 8 spell AND

4 one Lightbeam - Starlight pas per the DR 8 spell AND

5 one Lightbeam - Sunlight pas per the DR 8 spell. Fin

Total Value of all items:	5560 + 0 gold	5560
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6 MK Green Minstrel

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

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1

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.

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

3 Point Spell Point Generator, 1xpd	2694	1500	1	Y	Y	1
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1 When invoked by the bonded owner, this item will generate three additional spell points, once per day. Fin

Total Value of all items:	7500 + 500 gold	8000
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