



# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

## 2 KN Acacia Gyles

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Evade, one shot	549	400		Y	N	2

1 When invoked, will allow the user to perform an Evade as per the Monk skill, once. Fin

Item of Sense II, once per day	550	1300	1	Y	Y	1
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1 When invoked by the bonded owner, allows the user to perform a Sense II as per the Monk ability, once per day. Fin

Bracelet of Titan Arms	667	1440	6	Y		1
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1 Six times per day will do 1 point of autoactivate healing to the bonded owners arm when it reaches zero points. Fin

+0 Shield	1528	550		Y	Y	1
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1 When carried by the bonded owner, this is a +0 magic shield. Fin

Knightly Order Plate Mail with Gangster's Soul	2377	35000	1	Y	Y	1
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1 When worn by the bonded owner, this is Knightly Order plate mail, upgraded to +5.

2 It also allows them to cast Spell Negation 1/day (4000).

3 It also provides 9 Courage Points, once per day. (4500) Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer of Titan Arms	637	1440		Y	Y	1

1 Six times per day will do 1 point of autoactivate healing to the bonded owners arm when it reaches zero points. Fin

Major Bracer Of Titan Arms	1234	3600	6	Y	Y	2
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1 When worn by the bonded owner, this item provides 2 points of auto-activated healing when the users arm reaches zero life points, six time per day. Fin

2 Point Heal	1238	240	1	Y	Y	1
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1 When worn by the bonded owner, provides 2 points of healing, once per day. Fin

2 Pt Healing, 6xpd	2400	1440	6	Y	Y	1
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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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial of Wine	671	60		Y	Y	1

1 When wielded by the bonded owner, this vial creates one cup of wine every six seconds. This is normal drinking wine, and it requires 6 seconds between each use. Fin

Everfull Vial of Water	672	50		Y	Y	1
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1 When wielded by the bonded owner, this vial creates one cup of water every five seconds. This is normal, clean drinking water, and it requires 5 seconds between each use. Fin

Autocast	1526	300		Y	N	1
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1 When invoked, allows the user to cast an Autocast as per the MU spell, one time only. Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Aspect of The Beast: Mongoose	1067	1020		Y	N	1

1 When invoked, allows the user to cast Aspect of the Beast: Mongoose as per the DR spell, one time only. Fin

Shield Strap of the Four Winds	1690	3465	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the wearer to Autocast a Gale as per the DR spell, once per day.

2 The bonded owner may add up to 3 additional Autocast Gales at a cost of 2700 each. This item will have a total value of 11565 when fully activated. Fin



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### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dive of 20 Point Elemental Flare, 1xpd	2223	2280	1	Y	Y	1
1 When invoked by the bonded owner, this pair of dice will cast a 20 point Elemental Flare, once per day. The element is Earth.						Fin
+5 Knightly Sword	1527	25000		Y	Y	1
1 When wielded by the bonded owner, this magic Knightly Sword has been upgraded so that it is a +5 magic sword.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day.						Fin

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**Total Value of all items: 91185 + 2961 gold 94146**

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## 4 FT Rhayven Treywood

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Life Spark	259	400		Y	N	1
1 When read, this scroll casts the spell Life Spark on the intended target, once.						Fin
Potion of Neutralize Poison	240	100		Y	N	1
1 When consumed, casts the spell Neutralize Poison on the user.						Fin
Potion of Healing, 8 pts	241	96		Y		1
1 When consumed, provides 6 points of Healing to the user, once.						Fin
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
Bracer of Titan Arms	637	1440		Y	Y	1
1 Six times per day will do 1 point of autoactivate healing to the bonded owners arm when it reaches zero points.						Fin
2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1
1 When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.						
2 This item is innate and cannot be sold, traded, lost, or given away.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Detect Traps	273	70		Y	N	1
1 When read, allows the user to perform a Detect Traps once.						Fin
Sense Traps	2349	110		Y	N	1
1 When invoked, allows the user to perform a Sense Traps as per the TH 2 ability, one time only.						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



# PC Item Details Report

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## 4 FT Rhayven Treywood

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Namari Wolf (familiar) Untrained</b>	635	300		N		1

- 1 These wolves are living creatures. They are not an extra PC to be added to the party; however, for game purposes, they have the same number of life points and armor of the bonded owner. The wolves can die, and the wolves can be Life Sparked.
- 2 They are incapable of wielding a weapon for damage, but are capable of independent action. The wolves may scout ahead only within and around the area of the current encounter it is in.
- 3 These wolves have come to our realm of their own free will. They are seeking the companionship of a kandras bonding. They are a companion and aid to their partner out of friendship, not servitude. *Fin*

<b>Added 2 levels to Namari Wolf</b>	636	600		N		1
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- 1 The Namari Wolf has been trained to do a Truth Sense at 3rd level once per day. *Fin*

<b>Everfull Vial of Wine</b>	671	60		Y	Y	1
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- 1 When wielded by the bonded owner, this vial creates one cup of wine every six seconds. This is normal drinking wine, and it requires 6 seconds between each use. *Fin*

<b>Everfull Vial of Water</b>	672	50		Y	Y	1
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- 1 When wielded by the bonded owner, this vial creates one cup of water every five seconds. This is normal, clean drinking water, and it requires 5 seconds between each use. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Scroll of Electrify, 15 points</b>	272	150		Y	N	1

- 1 When read, casts the spell Electrify for 15 points worth of damage, once. *Fin*

<b>+0 Crystal Elemental Sword of Wind</b>	634	360		Y	Y	1
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- 1 This sword appears to be made of one piece of clear crystal. A whirlwind with an occasional bolt of lightning is encased inside the blade of the sword.
- 2 +0 magic sword. All damage done with this sword is Wind damage. This sword will accept oils of weapon improvement.
- 3 Silver may be applied to this sword. The exception being if a druid is the bonded owner. This sword will accept only Dwarven Mithral Silver. When applied, the silver will only adhere itself to the outside edges of the blade leaving the rest of the blade
- 4 crystal clear and the flames visible. The sword will have a silver edging. After applying the silver, the damage will be silver Wind magic.
- 5 If this sword is forced to change its elemental damage from Ice to another element, (as with an elemental bracer for example) the sword will turn gray hiding the flames inside it and lose all its magical abilities for the rest of the day (game day)
- 6 except for it's damage pluses. It will return to normal the next day. Autocast may be added to any of the sword's spells and abilities.
- 7 This sword will only accept Crystal Elemental Sword of Wind magic & abilities. (See list from game script) *Fin*

<b>Total Value of all items:</b>	<b>5500 + 7224 gold</b>	<b>12724</b>
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## 6 DR RainFire Walker Tempest

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Bracelet of Titan Arms</b>	667	1440	6	Y		1

- 1 Six times per day will do 1 point of autoactivate healing to the bonded owners arm when it reaches zero points. *Fin*

<b>+0 Magic Leather Armour</b>	675	92		Y	Y	1
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- 1 When worn by the bonded owner, this armor is +0 magic Leather Armour. *Fin*

<b>Water Shift</b>	696	1260	1	Y	Y	1
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- 1 When invoked by the bonded owner, the user can perform a Tree Shift as per the DR spell except into water instead of into a tree. *Fin*



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## 6 DR RainFire Walker Tempest

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Resist Pain</b>	1373	438		Y	N	2

1 When invoked, casts a Resist Pain as per the KN ability, one time only. *Fin*

<b>+5 Ring of Protection</b>	47	25000		Y	Y	1
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1 When worn by the bonded owner, this is a +5 Ring of Protection, which provides five points of armor against all forms of physical attack. *Fin*

<b>Super NPC Reward: +2 vs LI, 1xp</b>	3386	4500	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a +2 vs LI as per the KN 6 ability, once per day. *Fin*

<b>Shadowlands Kill Kitten 7-8 Familiar</b>	3397	3025	1	Y	Y	1
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1 When invoked by the bonded owner, this item will allow the user to perform ONE of the following: Balance per the MK 5 ability, once per day ~ OR ~ Climbing as per the TH 5 ability, once per day. *Fin*

2 In addition, it will cast ONE of the following: Safe Fall as per the MK 3 ability performed at level 5, once per day, ~ OR ~ Leap per the MK 2 ability, once per day. *Fin*

3 This KillKitten is a familiar. *Fin*

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Scroll of Life Spark</b>	130	400		Y	N	1

1 When read, casts the spell Life Spark onto the intended target. *Fin*

<b>Minor Bracer Of Titan Arms</b>	927	1800	3	Y	Y	2
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1 Will ONLY work on the limb that the Bracer is placed on.

2 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 1st time the limb reaches zero pts. One time per day.

3 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 2nd time the limb reaches zero pts. One time per day.

4 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 3rd time the limb reaches zero pts. One time per day. *Fin*

<b>12 Point Heal (opd)</b>	1370	1440	1	Y	Y	2
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1 When invoked by the bonded owner, provides 12 points of healing, once per day. *Fin*

<b>11 Secret herbs &amp; Spices</b>	1371	640		Y	N	1
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1 When invoked, casts a Life Spark, then five seconds later casts 20 points of Healing on the same target - one time only. *Fin*

<b>2 Point Healing Crystals</b>	1400	24		Y	N	50
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1 When invoked, provides 2 points of healing, one time only. *Fin*

<b>6 point Healing Crystal</b>	1418	72		Y	N	1
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1 When invoked, casts 6 points of healing as per the CL spell,one time only. *Fin*

<b>2 Point Healing, 1xp</b>	1428	240	1	Y	Y	1
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1 When invoked by the bonded owner, casts 2 points of healing as per the CL spell,once per day. *Fin*

<b>Get Out Of Death Free - Life Spark</b>	2853	500	0	Y	Y	1
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1 When invoked, this card will allow the user to cast Life Spark as per the CL 6 spell, one time only. *Fin*



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## 6 DR RainFire Walker Tempest

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lesser Ancient Jellyfish Familiar, 1xpd	3382	1580	1	Y	Y	1

- 1 This jellyfish becomes permanently bonded if taken out of the Unending Salt Lake by whomever possesses the creature. Only Mermaid Magic can re-assign a bonded Owner (game design only).
- 2 Its parent, the Ancient Jellyfish, has left it with semi-magical properties such as the ability to exist outside of water environments.
- 3 In addition, this jellyfish has been made into a Familiar by the bonded owner.
- 4 This jellyfish will cast a 4 point heal, one time per day, as per the CL 2 spell, once per day. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wathit	907	1000	1	Y	Y	2

- 1 When invoked by the bonded owner, casts the spell WATHIT, once per day. Fin

Chime of Speak to Winds	934	90		Y	N	1
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- 1 Will cast SPEAK WITH WINDS per the Druid's spell one time ONLY. Fin

A Field Guide To Magical Symbols	3132	100		Y	Y	1
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- 1 This book will enable the owner to look up detailed information on all standard glyphs, plus Fire Trap, without having encountered the symbols in previous games. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial of Oil	666	50		Y	Y	1

- 1 When wielded by the bonded owner, this vial creates one dose of oil every five seconds. This oil may NOT be used in combat, and it requires 5 seconds between each use. Fin

Everfull Vial of Wine	671	60		Y	Y	1
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- 1 When wielded by the bonded owner, this vial creates one cup of wine every six seconds. This is normal drinking wine, and it requires 6 seconds between each use. Fin

Everfull Vial of Water	672	50		Y	Y	1
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- 1 When wielded by the bonded owner, this vial creates one cup of water every five seconds. This is normal, clean drinking water, and it requires 5 seconds between each use. Fin

Spider Silk Thread	913	100		Y	Y	1
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- 1 Contains 120 feet of magic thread, small enough to fit on a sewing thread spool.
- 2 The rop will not twist of tangle. Fin

Druid's Red Selenite Rose	930	480		Y	N	1
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- 1 When used by the bonded owner, will Find Herb SPONGE, as per the Druid's spell one time only
- 2 In addition, will Find Herb RESIN per the Druid's Plant Seek ability 2 times only
- 3 In addition, will Find Herb MOTHERWORT per the Druid's Plant Seek ability 4 times only. Fin

Hatchling Kairyn	940	1900	1	Y	Y	1
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- 1 When invoked by the bonded owner, casts the spell FORSEE as per the Cleric spell, once per day.
- 2 In addition, can cast GALE as per the Druid spell, once per day. Fin

Double Effect (opd)	1374	2250	1	Y	Y	2
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- 1 When used by the bonded orner, casts a Double Effect as per the MU spell, once per day. Fin

Blessing Of Jengua	1433	3400	1	Y	Y	1
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- 1 When invoked by the bonded owner, allows the user to perform an Intuit Code as per the TH ability, once per day.
- 2 In addition, provides 2 spell or ability points to the user, once per day.
- 3 This item may never be sold or traded, and only works for the PC to whom it was originally given. Fin

Improved Familiar, 1xpd	2860	3528	1	Y	Y	1
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- 1 When with the bonded owner, this is a magical familiar.
- 2 The familiar can cast Awaken as per the MU 2 spell cast, once per day.
- 3 IN addition, the Familiaar can cast Insect Bane as per the DR 3 spell, once per day. Fin



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## 6 DR RainFire Walker Tempest

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Friend of the Shadows	2862	0				1
1 This PC helped the Shadow Thief save the city by taking the Shadow Pearl away, and is thus deemed a Friend of the Shadow!						Fin
LI Enhancement +2, 1xpd	307	1500	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast an LI Enhancement +2 as per the MU 6 spell, once per day.						Fin
Favor from Aria, Guardian Mermaid of the Neverending Salt La	3391	0		N	N	1
1 The PC is owed a favorr from from Aria, the Guardian Mermaid of the Neverending Salt Lake. This is intended to be used at the sequel to the game "Sim In The Sea".						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Vial of Acid	665	50		Y	Y	1
1 When wielded by the bonded owner, this vial creates one dose of acid every five seconds. This acid may NOT be used in combat, and it requires 5 seconds between each use.						Fin
Oil of Improvement: +0 to +1	676	900		Y		1
1 When rubbed upon 1 x +0 magical weapon, it will improve the damage value from +0 to +1 permanently.						Fin
Druid's Bloodstone	933	156		Y	N	2
1 Will perform EARTH SLAP 10 points per the Druid's spell one time ONLY.						Fin
LI Enhance +2 (opd)	1372	1500	1	Y	Y	1
1 When used by the bonded orner, casts a LI Enhance +2 as per the MU spell, once per day.						Fin
+3 Elemental Staff, 2xpd	2859	10500	2	Y	Y	1
1 When wielded by the bonded owner, this is a +3 magic sword.						
2 In addition, this sword can perform Elemental damage. The base element is Ice.						
3 This sword can change the type of Elemental damage dealt, twice per day.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
5 pt Spell Crystals	191	250		Y	N	10
1 When used, each crystal provides 5 spell points, once.						Fin
9 Point Spell Crystal	906	450		Y	N	1
1 Spell point crystal, 9 points, one time only.						Fin
1 Point Spell Point Crystal	1401	50		Y	N	45
1 When invoked, provides one additional Spell point, one time only.						Fin
8 Spell Point Crystal	1411	400		Y	N	1
1 When invoked, provides 8 spell points, one time only.						Fin
1 Spell Point Generator, 6xpd	2790	2400	6	Y	Y	1
1 When worn by the bonded owner, this ring will generate 1 additional spell point, six times per day.						Fin
2 Spell Point Generator, 6xpd	3211	2400	6	Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 2 ability points, six times per day.						Fin



# PC Item Details Report

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## 6 DR RainFire Walker Tempest

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Ability Point Generator, 6xpd	86	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item provides one addition spell or ability point to the user, six times per day.						Fin

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**Total Value of all items: 91125 + 8154 gold 99279**

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## 7 TH Caitlan NcKylelan

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lu Yan s Origami Box	1776	956		Y	N	1
1 This small paper box of Holding, once owned by the legendary traveler Lu Yan, will hold a great deal more than its size, as long as the item in question will fit through it s opening (4 across). Items placed inside the box fold up like origami, and the						
2 box can contain up to 4 cubic feet of items at any one time. These items have no effective weight or volume, but it is subject to the GM being willing to carry the items in question. In addition, the box has a number of items stored in it already:						
3 A mundane short sword (40gp), 10 mundane arrows (40gp), 2 bundles of foul tasting leaves that, when eaten, will do 4 points of Healing (48gp each), A shopping list, written in Chinese, for eggs, milk, and bread, A coil of 50 of rope (0gp), 2 whistles,						
4 2 origami lanterns, that, when activated, ignite and will do the equivalent of Faery Lights [DR1] for 30 minutes before burning out (40 gp each), A small pouch containing 100gp (100gp), A small clay drinking cup, chipped (0gp), A small hand mirror (0gp).						Fin

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Thieve's Touch, once per day	382	700	1	Y	Y	1
1 When used by the bonded owner, will provide one additional Thieve's Touch one per day.						Fin

+1 Leather Armour	403	1540		Y	Y	1
1 When worn by the bonded owner, this armor provides an addition one point of protection from all forms of damage.						Fin

NcKylelan Clan Necklace	1678	1500		Y	Y	1
1 When invoked by the bonded owner, allows them to cast up to a 20 point Wrath as per the CL spell, once per day.						Fin

Scroll of Tree Shift	1695	130		Y	N	1
1 When invoked, casts a Tree Shift as per the DR spell, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	1679	240	1	Y	Y	21
1 When invoked by the bonded owner, allows them to cast healing at 2 points per the PC level, up to a maximum of 42 points, once per day.						Fin

Neutralize Poison Potion	1681	100		Y	N	1
1 When consumed, casts a Neutralize Poison as per the CL spell, one time only.						Fin

Brooch of Health	1682	2000	1	Y	Y	1
1 When invoked by the bonded owner, allows them to cast a Neutralize Poison as per the CL spell, once per day AND allows them to perform a Neutralize Non-Magical Disease as per the KN ability, once per day.						Fin

Healing Potion, 8 Pts.	400	96		Y	N	4
1 When consumed, provides 8 points of healing.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Complete Book Of Glyphs	1777	100		Y	Y	1
1 This book contains all of the known Glyphs: illustrated, and with detailed information regarding each Glyph.						Fin



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## 7 TH Caitlan NcKylelan

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1" Lockpick	1677	1600		N	Y	1

1 This is a mundane 1" lockpick. *Fin*

Item of Autocast	1680	3000	1	Y	Y	2
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1 When invoked by the bonded owner, allows them to cast an Autocast as per the MU spell. *Fin*

Potion of Spring Water	385	50		Y	N	1
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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. *Fin*

Mark of the Fairy Friend	386	0		Y		1
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1 Pixies and other mischievous fairy folk may have a little mercy on the PC in future games.  
 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. *Fin*

Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
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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.  
 2 The Guild fees are 20 gp per level per game - payable to the GM and noted on your Gamer Form.  
 3 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. *Fin*

Skeleton Keys	1730	1280		Y	N	2
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1 When invoked by the bonded owner, this Skeleton Key will cast each of the following one time only: 1) REVERSE LOCK, Type A as per the L2 MU spell; 2) REVERSE LOCK, Type B as per the L4 MU spell; 3) REVERSE LOCK, Type C as per the L6 MU spell;  
 2 4) REVERSE LOCK, Type D as per the L8 MU spell; 5) REVERSE LOCK, Type E as per the L10 MU spell. These spells only work against items that have been magically locked. In addition, this item can cast a LOCK, one time only. *Fin*

Palm Leaf Fan	1774	1600		Y	N	1
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1 The Iron Fan Princess created the Palm Leaf Fan. This magical fan can be used to force the winds to do one's bidding, but the winds it controls are always the strongest and most devastating of gusts.  
 2 With the proper incantation it will grow to a huge size, generating enough wind to extinguish the hottest of fires; this ability must be used within 15' of the source of the flames. Once used, this aspect of the fan will be dormant again for 50 years.  
 3 It can cause a strong gust of wind to blow, the equivalent of a Gale (Druid 4), by grasping the fan in both hands and waving it at the target for 10 seconds. It can do this 5 times in a 50 year span of time (5 charges for game purposes).  
 4 The fan can also harness the wind's binding power. Twice every 50 years, the bearer of the fan can swirl it around their head for 10 seconds, creating a localized cyclone around their body. This causes a Missile Protection (MK 5) for one combat. *Fin*

Everfull Vial of Acid	1775	100		Y	Y	1
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1 When used by the bonded owner, this vial creates enough Acid to fill a mundane vial every 5 seconds; liquid can be poured from the Vial. Vial cannot be thrown for damage, or broken. The PC must have a RED vial or benbag. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Sword	1676	1200		Y	Y	2

1 When wielded by the bonded owner, this is a +1 sword. *Fin*

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<b>Total Value of all items:</b>	<b>26760 + 3219 gold</b>	<b>29979</b>
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## 8 MU Celise Sedai

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Conceal Self	654	1600	1	Y		1

1 When worn and invoked by the bonded owner, will provide concealment per the Ranger ability CONCEAL SELF at 8th level once per day. *Fin*





# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

## 8 MU Celise Sedai

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Ring Of Protection	1607	4500		Y	Y	1
1 When worn by the bonded owner, this is a +2 Ring of Protection and will add 2 points of armour against all forms of physical attack.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
8-point Bandage of Healing, once per day	338	960	1	Y	Y	1
1 Provides the bonded owner with 8 points of Healing, once per day.						Fin

Broach of Neutralize Poison (rechargeable)	474	2550	1	Y	Y	1
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- 1 When the wearer of this Broach is poisoned, the Broach will automatically counteract the poison as per the 4th level Cleric spell NEUTRALIZE POISON. If the Broach cannot counteract the poison (such as Death) it will not discharge.
- 2 The Broach can only be re-charged by the 4th level Cleric spell. NEUTRALIZE POISON being cast into it. The Broach can only hold 1 charge at a time. Fin

2 Points of Healing, 1xpd	2111	240	1	Y	Y	2
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- 1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day. Fin

6 Points Innate Healing, opd	1595	792	1	Y	Y	1
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- 1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.
- 2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Supernatural Wathit, 1xpd	1580	1200	1	Y	Y	1

- 1 When wielded by the bonded owner, allows the user to perform a Supernatural Wathit as per the KN ability, once per day. Fin

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**Total Value of all items:            12082 + 519 gold            12601**

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## 9 TH Goldshadow Tasselstar

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sol Chain of Righteousness (+1 Chain)	299	1900		Y	Y	1
1 This is +1 magic chain mail.						Fin

12 Pt Elemental Protection, once.	300	180		Y	N	1
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- 1 This item allows the user to cast 12 points of Elemental Protection, their choice of element, onto the intended target once. Fin

Earring of Immunity to Fear, once per day	301	1375	1	Y	Y	1
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- 1 This earring will allow the bonded owner to cast Immunity To Fear as per the Knight Ability, once per day. Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer of Instant Arms: Autocast 6 x 1 pt Heals, once per day	298	960	6	Y	Y	1

- 1 This bracer will allow the bonded owner to Autocast a one point Heal on themselves, six times per day. Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Detect Traps, once per day	303	700	1	Y	Y	1

- 1 This wand will allow the bonded owner to Detect Traps as per the Thief ability, once per day. Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Thieves Touch, once per day	304	700	1	Y	Y	1

- 1 This ring will allow the bonded owner to execute a Thieves Touch as per the Thief ability, once per day. Fin



# PC Item Details Report

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IFGS ID: 4166

## 9 TH Goldshadow Tasselstar

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Eyeglass of Pick Lock, once per day	302	700	1	Y	Y	1
1 This pair of eyeglasses will allow the bonded owner to pick one lock as per the Thief ability, once per day.						Fin

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**Total Value of all items: 6515 + 750 gold 7265**

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## 10 CL Aslanna Do'Urden

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chainmail	1779	400		N	Y	1
1 This is a suit of mundane chainmail. When worn it provides 2 points of protection from all forms of physical damage.						Fin
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
Razorback Shield	2266	1790		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic shield.						Fin
2 In addition , this item allows the bonded owner to perform Sense I as per the MK 4 ability, once per day.						Fin
Immunity To Fear, 1xpd	2562	960	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform Immunity To Fear as per the KN 1 ability, once per day.						Fin
Bracelet Of Warding, 1xpd	2607	2250	1	Y	Y	1
1 When worn by the bonded owner, this bracelet will allow the user to perform a +1 vs LI as per the KN 3 ability, once per day.						Fin
Sock of Escaping	2611	50		Y	N	1
1 When invoked, this sock will allow the user to perform an Escape Bonds as per the MK 1 ability, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Life Spark	2554	500		Y	N	1
1 When read, this scroll casts Life Spark as per the CL6 spell, one time only.						Fin
4 Point Healing Bandage, 1xpd	2555	480	1	Y	Y	1
1 When invoked by the bonded owner, this item will provide four points of healing as per the CL 1 spell, once per day.						Fin
Bracer of Mighty Arms	2561	3720	1	Y	Y	1
1 When worn by the bonded owner, this item will provide 2 points of Healing, three times per day.						Fin
2 This item allows the user to cast Autocast, once per day.						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

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
LI Enhancement +1, 1xpd	2557	750	1	Y	Y	1
1 When invoked by the bonded owner, this item will cast LI Enhancement + 1 as per the MU 3 spell, once per day.						Fin
Strength +1, 1xpd	2558	890	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Strength I as per the KN 1 ability, once per day.						Fin



# PC Item Details Report

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## 10 CL Aslanna Do'Urden

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Leap, 1xpd	2559	700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform a Leap as the MK 2 ability, once per day.					Fin
Pick Locks, 1xpd	2563	700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to Pick Locks as per the TH 0 ability, once per day.					Fin
Everfull Acid	2961	100		Y	Y	1
1	This vial generates one cup of acid, every five seconds. The acid may not be used in melee.					Fin
Everfull Oil	2962	100		Y	Y	1
1	This vial generates one cup of oil, every five seconds. The oil may not be used in melee.					Fin
Displace Beast Familiar	2966	3020	1	Y	Y	1
1	When in possession by the bonded owner, this is a Displacer Beast familiar.					
2	The Displace Beast can cast Awaken as per the MU 1 spell, once per day.					
3	It can also perform a Sacrifice Throw as per the MK 3 ability, once per day.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sol's +2 Chainmail of the Righteous	2560	23920	1	Y	Y	1
1	When worn by the bonded owner, this is +4 Chainmail.					
2	This item allows the user to cast 12 points of Elemental Protection, User's Choice, as per the DR 3 spell, once per day.					
3	The Elemental Protection may be raised to 30 points at a cost of 230 gp per point.					
4	This item allows the bonded owner to wield Elemental Damage through ONE weapon at a time.					
5	The base element is Fire, and the element may be changed once per day between Earth, Fire, Ice, or Lightning damage. Once an element is switched, it remains in effect for the rest of the day.					
6	This item will cast Faery Lights as per the DR 1 spell, once per day.					Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Spell Point Crystal	1800	50		Y	N	20
1	When invoked, will restore one spell point to the user, one time only.					Fin
1 Spell Point Generator, 1xpd	2551	500	1	Y	Y	11
1	When invoked by the bonded owner, this item will provide one additional spell point, once per day.					Fin
1 Point Spell Point Generator, 1xpd	2942	500	1	Y	Y	1
1	When invoked by the bonded owner, this item will add one additional spell point to the users pool of available spell points, once per day.					Fin
1 Spell Point Generator, 6xpd	2960	2400	6	Y	Y	1
1	When invoked by the bonded owner, this item generates one additional spell point, six times per day. Five seconds must pass between each use.					Fin
1 Spell Point Crystal	2963	50		Y	N	2
1	When invoked, this crystal will add one additional spell point to the owners pool of spell points, onetime only.					Fin

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**Total Value of all items: 50310 + 7753 gold 58063**

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# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

## 11 RN Tashlin Black

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Natalias Skull Medallion</b>	1968	0		Y	Y	1
1	The bonded owner need only hold out the medallion before an undead creature and the undead will leave the holder and all those touching him/her unmolested unless specifically ordered to by Natalia herself.					
2	If a person who is not the bonded owner presents the medallion, the undead (and all undead within sight of the medallion) will immediately attack the holder and all those touching him/her, unless specifically ordered not to by Natalia herself.					
3	This item permanently bonds to the user and cannot be sold, lost, or traded. <i>Fin</i>					
<b>Aspect of the Morbe</b>	1969	0	1	Y	Y	1
1	Once per day, the character may activate the Aspect of the Morbe. This lasts 5 minutes or until the end of the current combat, whichever is longer. While in this aspect, the character is: Life Points +10, Damage +1, Armor +1.					
2	The character has the ability to invoke a special Life Support (Mk8S) that only triggers when the character would be killed. In addition, he/she does not go unconscious and while he would normally be unconscious, he is +5 damage and +5 armor (total).					
3	When the aspect ends, if the loss of the additional life points results in the unconsciousness or death of the character then she will be unconscious or dead. Stacking Group: Damage.					
4	This is an innate ability that permanently bonds to the user and cannot be sold, lost, or traded. <i>Fin</i>					
<b>Bottle Of Life Support, 1xpd</b>	2036	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 8 ability, once per day. <i>Fin</i>					
<b>Harmonica Of 20 Point Wrath, 1xpd</b>	2256	1550	1	Y	Y	1
1	Allows the bonded owner to cast a 20 point Wrath as per the CL 5 spell cast at 10th level, once per day. The user must call to Oros or to The Songlord.					
2	This item may be upgraded to a maximum of 20 points of damage by spending 100 gp per additional point of damage done.					
3	The Wrath was upgraded from 16 to 18 Pts at the Gozerian Festival (2014-04-75).					
4	The Wrath was upgraded from 18 to 20 Pts at Brotherhood Of The Wolf (2014-04-90). <i>Fin</i>					
<b>Tooth of Death, 1xpd</b>	2566	2700	1	Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day. <i>Fin</i>					
<b>20 Point Wrath, 1xpd</b>	2941	1500	1	Y	Y	1
1	When invoked by the bonded owner, the user will able to cast a 20 Point Wrath as per the CL 5 spell cast at level 10, once per day. <i>Fin</i>					
<b>Bead of 20 Point Wrath</b>	2964	240		Y	N	2
1	When invoked, this bead allows the user will able to cast a 20 Point Wrath as per the CL 5 spell cast at level 10, one time only. <i>Fin</i>					
<b>Battle Fever, 1xpd</b>	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. <i>Fin</i>					
<b>Ring of Rabenna Dragon Friendship, 1xpd</b>	3366	4800	1	Y	Y	1
1	When worn by the bonded owner, this ring will allow the user to perform a +2 vs LI as per the KN 6 ability, once per day.					
2	If the LI effects are from a Rabenna dragon, the ring functions at +4 vs LI. <i>Fin</i>					
<b>+5 Chainmail</b>	35	25400		Y	Y	1
1	When worn by the bonded owner, this is a +5 chainmail armor, which provides seven points of armor against all forms of physical attack. <i>Fin</i>					
<b>Evasion, 6xpd</b>	498	19200	6	Y	Y	1
1	When invoked by the bonded owner, allows the user to perfrom an Evade as per the MMK 7, six times per day <i>Fin</i>					



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## 11 RN Tashlin Black

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Salts of Life Spark</b>	2900	500		Y	N	1
1 When invoked, allows the user to cast Life Spark as per the CL 6 spell, one time only.						Fin
<b>Flower of Avalon, Yellow, innate, 1xpd</b>	2542	2640	1	Y	Y	1
1 This innate ability will allow the user to cast Flower Of Avalon, Yellow, as per the DR 8 spell, once per day.						Fin
<b>2 Point Healing, 1xpd</b>	2934	240	1	Y	Y	1
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
<b>Upgraded the the Namari Kandra's Wolf Familiar</b>	3309	3200	1	Y	Y	1
1 The Namari Kandra's wolf familiar has been upgraded to include Awaken, 1xpd and 20 points of generic healing, 1xpd.						Fin
<b>Tin of 10 point Healing Tablets</b>	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
<b>Book of Glyphs</b>	766	Zero		N	Y	1
1 This book contains the complete list of common Glyphs, and all associated information regarding each Glyph.						Fin
<b>Eye Of The Beast</b>	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
<b>Analyst's Engram, 1 xpd</b>	2890	0	1	Y	Y	1
1 The Analyst Engram cannot be sold or discarded. The owner can use Pick Locks (T1) at-will and can benefit from items that give additional "touches".						
2 Can use Gauge Value of Magic Item (T2) once every 5 seconds.						
3 Can use Intuit Trap (T4) once per day per Level.						
4 Can use Know Class (T4) once per day per two levels of the character.						Fin
<b>Black Mirror, 1xpd</b>	2567	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Personal Augury as per the MKS 8 ability, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Everfull Vial of Oil</b>	2901	100		Y	Y	1
1 When invoked by the bonded owner, this vial generates one dose - about one cup - of oil, once every five seconds.						Fin
<b>Everfull Vial of Acid</b>	2902	100		Y	Y	1
1 When invoked by the bonded owner, this vial generates one dose - about one cup - of acid, once every five seconds.						Fin
<b>Animal Pact: Wolf</b>	2903	4200		Y	Y	1
1 The user has invoked an Animal Pact as per the R4 ability. Their chosen Pact is with the Wolf. All the abilities and restrictions of the R4 ability apply.						Fin



# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

## 11 RN Tashlin Black

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Namaroi Kandras Wolf Familiar</b>	846	7762		Y	Y	1

- The Namari Kandras is now your Familiar, The wolf will perform a MENTAL SIGNAL as per the MU spell once per day.
- In addition, will perform ONE of the following abilities one time per day: SENSE I per the Monk's ability or SENSE II per the Monk's ability.
- In addition, will perform ONE of the following abilities: THROW per the Monk's ability one time per day or SHIATSU I per the Monk's ability 2 times per day.
- In addition, will perform a LIGHTBEAM per the Druid's Spell once per day.
- In addition, will perform an ASHES TO ASHES per the Cleric's spell once per day.
- In addition, will can cast an Awaken as per the MU 1 spell once per day.
- Finally, this wolf can cast up to 20 points of Healing in any multiple of 2 points up to the level of the user, once per day *Fin*

<b>Sponge</b>	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.						<i>Fin</i>

<b>Spirit World Totem - Wolf</b>	3275	50		Y	Y	1
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- The user has bonded to their Animal Spirit, the Wolf.
- When in the Spirit World, the user may perform a Sacrifice Throw, one time only
- In addition, the user may perform a Backstab as per the TH 0 ability, once every 5 seconds. *Fin*

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Vial of Galadrial</b>	537	550		Y	N	1

- When invoked, this vial will cast each of the following 1 time: Moonbeam as per the DR 8 spell and Starlight as per the DR 8 spell.
- In addition, it will also allow the user to Create Holy Water as per the CL 2 spell, two times only. *Fin*

<b>+3 Silveneri Crystal Sword of Ice</b>	847	4800	1	Y	Y	1
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- When wielded by the bonded owner, this is a +3 magic sword.
- This sword appears to be made of one piece of clear alurashi quartz crystal. A glacier with a waterfall springing from it is encased inside the blade and is visible.
- The base material of this weapon is Celestial crystal and 1XDay it may be changed to any materials such as silver, cold iron, wood etc. Once the base material had been changed, it will remain that material the rest of the game day.
- The base element of this weapon is ice and 1XDay it may be changed to any of the following elements: (fire, ice, lightning, earth, spirit, psychic/mental, energy, no element). Once an element is chosen, it remains in effect for the rest of the day. *Fin*
- All damage done with this sword is crystal ice magic damage.

<b>Token of Make Arrows, unlimited</b>	2108	900		Y	Y	1
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- When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds. *Fin*

<b>Sivenari Quiver</b>	2897	7000		Y	Y	1
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- When wielded by the bonded owner, this quiver will cause all arrows put in it to become silver.
- The base material of any arrow put into the quiver is silver, however, this quiver has the ability to switch the arrows base material, unlimited uses per day, but 5 seconds must pass between switching. May be changed to steel, cold iron, wood etc.
- The base elemental damage type of any arrow put into the quiver is NONE, however, This quiver will also imbue arrows with the ability to switch elements (fire, ice, lightning, earth, spirit, psychic/mental, energy, no element), every 5 seconds.
- This is an extra-large quiver, which can hold 30 arrows. *Fin*

<b>Silveneri Black Wolf Vambraces</b>	2898	9700	2	Y	Y	1
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- When worn by the bonded owner, these Vambraces will perform allow the user to Autocast Lightbeam (User s choice), twice per day.
- These bracers will also cause the wearer to glow with the light of his/her god, and is equivalent to the light of a large lantern. This effect lasts until the wearer says Highwayman Hide and will resume when the wearer says, In the light of (Ano vian).
- These bracers may only be worn by those of good alignment. *Fin*



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## 11 RN Tashlin Black

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wolf Token of Double Effect, 1xpd	2894	2250	1	Y	Y	1

1 When invoked by the bonded owner, this item will allow an archer to fire two identical arrows (e.g. 2 Arrows of Slaying) at two separate targets at the same time. This should be called as Double Effect, [Arrow Type] .

2 Ranger points (if any) are only expended for one of the arrows. This item is usable once per day. *Fin*

+5 Bow	2895	20000		Y	Y	1
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1 When wielded by the bonded owner, this is a +5 bow. *Fin*

Silveneri Soul, 3xpd	2487	20328	3	Y	Y	1
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1 This item allows the user to cast Lightbeam, as per the users choice of Moonbeam, Starlight, or Sunbeam - as per the DR 8 spell, three times per day.

2 In addition, it allows the user to fire Target Arrows as per the RN ability, once every 10 seconds.

3 Finally, this item allows the user to fire a Long Arrow as per the RN 5 ability, once every 15 seconds.

4 This item is innate and can never be sold, traded, or lost. *Fin*

Wand Of Greyhide, 1xpd	3129	2250	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to cast a Double Effect Arrow, once per day. *Fin*

Long Arrow, unlimited	3274	9000		Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform a Long Arrow as per the RN 5 ability, once every 5 seconds. *Fin*

Gravity Storm: Spell From the Library of Rabena	3411	0	1	Y	Y	1
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1 When within one mile of the city of Rabena, the user has the option to lose the spell "xxxxxxxx" and replace it with the spell "Gravity Strike", once per day.

2 When cast, "Gravity Storm" causes 4 points of damage per level of the caster PLUS a 20 second Knockdown. *Fin*

The Blood of the Abyss : +0 Sword w/6 pt No Defense 1xpd	3426	4040	1	Y	Y	1
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1 This is a weapon that was drenched in the blood of a beast of the Abyss. It is a +0 sword.

2 When wielded by the bonded owner, this weapon may perform a 6 point No Defense Blow as per the KN 6 ability once per day, though it may only be used on non-supernatural creatures. *Fin*

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Point Ability Point Generator, 1xpd	2899	1500	1	Y	Y	1

1 When invoked by the bonded owner, this item will provide 3 additional ability points to the user, once per day. *Fin*

10 Point Ability Point Generator, 1xpd	551	5000	1	Y	Y	2
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1 When used by the bonded owner, will generate up to 10 ability points of any type, once per day. *Fin*

1 Ability Point Generator, 6xpd	86	2400	6	Y	Y	3
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1 When invoked by the bonded owner, this item provides one addition spell or ability point to the user, six times per day. *Fin*

1 Ability Point Generator, 6xpd	86	2400	6	Y	Y	2
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1 When invoked by the bonded owner, this item provides one addition spell or ability point to the user, six times per day. *Fin*

3 Ability Points Generator, 4xpd	96	5400	4	Y	Y	5
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1 When invoked by the bonded owner, this item provides three addition spell or ability points to the user, four times per day. *Fin*

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<b>Total Value of all items:</b>	<b>213900 + 2145 gold</b>	<b>216045</b>
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# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

## 12 DR Annalise Chastel

### 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						
Candybeard s Coffee Bean (Vervain)	2929	80		Y	N	1
1	When consumed, the user be able to cast Plant Seek - Vervain as per the DR 5 spell, one time only.					
Fin						

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2690	240	1	Y	Y	3
1	When worn by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.					
Fin						
Monilis Lupus Auxilium, 1xpd	3178	3300	1	Y	Y	1
1	When worn and invoked by the bonded owner, this necklace allows the user to perform a Life Support as per the MKS 8 ability, once per day, OR					
2	The bonded owner may instead to use this necklace to provide 20 points of Healing, once per day.					
Fin						

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Major Lore	2928	80		Y	N	1
1	When invoked, the user will be able to perform a Major Lore as per the as per the MK 3 ability, one time only.					
Fin						

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Sword	2673	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword.					
Fin						
Lakotan Lycanthropy	2796	10000	1	Y	Y	1
1	Special: See the Lakotan Lycanthropy document available from Jim Davie and Olan Knight.					
Fin						
Butterfly #24, 1xpd	3098	2250	1	Y	Y	1
1	When invoked by the bonded owner, this Butterfly will allow the user to fire a Double Effect Arrow as per the RN 5 ability, once per day.					
Fin						

### 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						

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**Total Value of all items: 25670 + 3026 gold 28696**

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## 13 BD Belle Gold

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Chainmail	3030	500		Y	Y	1
1	When worn by the bonded owner, this is +0 chainmail.					
Fin						
+2 Ring Of Protection	3097	4500		Y	Y	1
1	When worn by the bonded owner, this item provides an additional 2 points of protection from all forms of melee damage.					
Fin						





# PC Item Details Report

15-Aug-2018

IFGS ID: 4166

13 BD Belle Gold

**POINTS**

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
1 Point Spell Point Generator, 6xpd	3095	2400	6	Y	Y	1
1 When invoked by the bonded owner, this item will generate 1 spell point, six times per day.						<i>Fin</i>

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<b>Total Value of all items:</b>	<b>7400 + 100 gold</b>	<b>7500</b>
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