



PC Item Details Report

08-Dec-2017

IFGS ID: 4475

1 TH DeQuall

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Leather Armour	1445	4540		Y	Y	1
1 When worn by the bonded owner, this is +2 magic leather armour.						Fin
+3 Ring of Protection	3052	9500		Y	Y	1
1 When worn by the bonded owner, this ring adds three points of armor against all forms of physical attack.						Fin
Oil Of Amour Improvement: + 2 to +3	3054	5100		Y	N	1
1 When applied to any suit of +2 armour, that suit will change to +3 armour, once time only. There is sufficient oils for one suit of +2 armour only, and when used it is gone.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	3011	240	1	Y	Y	10
1 When worn by the bonded owner, this item allows them to cast 2 points of Healing, once times per day.						Fin
Arry's Spider Offspring Familiar	3053	3948	1	Y	Y	1
1 When invoked by the bonded owner, this spider is a Familiar that can cast 10 points of Healing, once per day.						
2 In addition, it can cast a Freeze Poiton OR a Freeze Disease as per the CL 2 spells, once per day.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Marraige To Aysu	1438	3000	1	Y	Y	1
1 As long as the owner is married to Aysu, they gain EACH of the following abilities, once per day: 1) Walk On Liquids as per the MK 7 ability 2) Breathe Water as per the DR 5 spell Plant Seek: Sponge, and 3) Spring Water as per the DR 1 spell.						Fin
Gleipnir	1440	100		Y	Y	1
1 When wielded by the bonded owner, this is a magic rope.						Fin
Item of Strngth I	1443	89		Y	N	2
1 When invoked, allows the user to perform a Strength I as per the KN ability, one time only.						Fin

Ring of the Magi

	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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+2 Sword	1415	3600		Y	Y	1
1 When wielded by the bonded owner, this is a +2 magic sword.						Fin
10 Point Electrify, 1xpd	1441	1500	1	Y	Y	1
1 When invoked by the bonded orner, casts a 10 Point Electrify as per the MU spell,once per day.						Fin
Item of Throw	1442	224		Y	N	3
1 When invoked, allows the user to perform a Throw as per the MK ability, one time only.						Fin
15 Point Fire Strike	1444	300		Y	N	1
1 When invoked, casts a 15 Point Fire Strike as per the MU spell,one time only.						Fin

Total Value of all items:	37038 + 1350 gold	38388
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2 CL Strahd

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bat - Insect Bane	3375	1480	1	Y	Y	1
1 This Bat will cast Insect Bane as per the DR 3 spell, once per day.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Tin of 10 point Healing Tablets	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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Sugar Skull Necklace #10	3344	2900	1	Y	Y	1
1 The Darklanders s Sugar Skull Necklace is a Mark of Friendship to Darklander vampires.						
2 When invoked by the bonded owner, this item will allow the user to cast a 14 point Earth Seeds of the Elements spell as per the DR 6 spell cast at level 7, once per day.						
3 The Seed may be raised to a total of 20 pts (10th lvl) at a cost of 100 per pt.						
4 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.						Fin

Total Value of all items: 5580 + 15910 gold 21490

3 FT Theyrin Val'Theris

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Epic Fairy Dragon, 1xpd	3051	3920	1	Y	Y	1
1 When invoked by the bonded owner, this Epic Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.						
2 User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.						
3 The Flare can be raised to a total of 20 points at a cost of 100 per point.						
4 Finally, this dragon can cast Plant Seek - User's Choice as per the DR 5 ability, 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

Total Value of all items: 3920 + 2345 gold 6265

4 MU Tnar Ravenlight

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Shadowlands Kill Kitten 4-6	3332	1275	1	Y	Y	1
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 ~						
2 Climbing as per the TH 5 ability, once per day, ~ OR ~						
3 Leap per the MK 2 ability, once per day.						Fin

Total Value of all items: 1275 + 425 gold 1700
