



# PC Item Details Report

08-Nov-2018

IFGS ID: 45

## 1 FT Kurt von Tempest

### DEFENSIVE

|                  | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------|---------|-------|---------|--------|------------|-------|
| <b>+0 Shield</b> | 1065    | 400   |         | Y      | Y          | 1     |

1 When held by the bonded owner, this is a +0 magic shield. Fin

|                         |      |      |   |   |   |   |
|-------------------------|------|------|---|---|---|---|
| <b>Celestial's Ring</b> | 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

|                                |      |      |  |   |   |   |
|--------------------------------|------|------|--|---|---|---|
| <b>+1 Permanent Life Point</b> | 1646 | 2000 |  | Y | Y | 1 |
|--------------------------------|------|------|--|---|---|---|

1 This is one extra innate Life Point. It can never be traded, transferred, or sold. Fin

|                 |      |       |  |   |   |   |
|-----------------|------|-------|--|---|---|---|
| <b>+5 Plate</b> | 3009 | 19500 |  | Y | Y | 1 |
|-----------------|------|-------|--|---|---|---|

1 When worn by the bonded owner, this is +5 Plate Mail. Fin

|                    |      |      |   |   |   |   |
|--------------------|------|------|---|---|---|---|
| <b>Evade, 1xpd</b> | 3012 | 4000 | 1 | Y | Y | 3 |
|--------------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, this item allows them to perform an Evade as per the MKM 7 ability, once per day. Fin

|                                 |      |      |   |   |   |   |
|---------------------------------|------|------|---|---|---|---|
| <b>Sugar Skull Necklace #12</b> | 3346 | 2990 | 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 perform a Dodge Blow as per the FT 7 ability, once per day.  
 3 This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.  
 4 Finally, the item will allow the owner to perform an Immunity To Knockdowns as per the MK 10 ability, one time only. Fin

### HEALING

|                               | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------------|---------|-------|---------|--------|------------|-------|
| <b>Bracer Of Instant Arms</b> | 795     | 960   | 6       | Y      | Y          | 2     |

9 When worn by the bonded owner, this bracelet allows the user to Autocast a 1 point Heal, six times per day. 5 seconds must pass between each use. Fin

|   |     |      |   |   |   |   |
|---|-----|------|---|---|---|---|
| <b>20 Points of Healing, once per day</b> | 797 | 2400 | 1 | Y | Y | 1 |
|---|-----|------|---|---|---|---|

11 When invoked by the bonded owner, this item provides 20 points of healing, once per day. Fin

|   |     |     |  |   |   |   |
|---|-----|-----|--|---|---|---|
| <b>Scroll of Neutralize Poison (once)</b> | 798 | 100 |  | Y | N | 1 |
|---|-----|-----|--|---|---|---|

12 When read, this scroll casts the clerical spell Neutralize Poison, once. Fin

|   |     |     |   |   |   |   |
|---|-----|-----|---|---|---|---|
| <b>6 Points of Healing, self only, once per day</b> | 799 | 600 | 1 | Y | Y | 2 |
|---|-----|-----|---|---|---|---|

13 When invoked by the bonded owner, this item provides 6 points of healing, once per day. Fin

|                                   |     |      |   |   |   |   |
|-----------------------------------|-----|------|---|---|---|---|
| <b>Major Bracer Of Titan Arms</b> | 905 | 3600 | 6 | Y | Y | 1 |
|-----------------------------------|-----|------|---|---|---|---|

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.  
 5 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 4th time the limb reaches zero pts. One time per day.  
 6 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 5th time the limb reaches zero pts. One time per day.  
 7 Will auto activate 2 pts FIGHTER'S RECOVERY IN COMBAT on the limb of the bonded owner the 6th time the limb reaches zero pts. One time per day. Fin



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### HEALING

|                                 | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|---------------------------------|--|-------|---------|--------|------------|-------|
| Healing Pumpkin                 | 985  | 192   |         | Y      | N          | 1     |
| 1                               | When consumed, provides 16 points of incremental healing, one time only.   |       |         |        |            | Fin   |
| 8 Point Heal, opd               | 1640   | 960   | 1       | Y      | Y          | 1     |
| 1                               | Provides 8 points of healing, once per day.  |       |         |        |            | Fin   |
| 2 Points Healing, 1xpd          | 3011   | 240   | 1       | Y      | Y          | 20    |
| 1                               | When worn by the bonded owner, this item allows them to cast 2 points of Healing, once times per day.                    |       |         |        |            | Fin   |
| Life Support                    | 3013   | 270   |         | Y      | N          | 2     |
| 1                               | When invoked, allows the user to perform a Life Support as per the MKS 8 ability, one time only.                         |       |         |        |            | Fin   |
| 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   |

### KNOWLEDGE

|                  | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|------------------|--|-------|---------|--------|------------|-------|
| Eye Of The Beast | 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   |

### MISC

|                         | Item ID  | Value | Per Day | Magic? | Permanent? | Count |
|-------------------------|--|-------|---------|--------|------------|-------|
| Rumplestiltskin's Favor | 3014   | 1000  |         | Y      | N          | 1     |
| 1                       | When requested, the user may cast one 10th level spell of their choice, one time only. |       |         |        |            | Fin   |

### OFFENSIVE

|                          | Item ID   | Value | Per Day | Magic? | Permanent? | Count |
|--------------------------|---|-------|---------|--------|------------|-------|
| Sevin's Necklace         | 984   | 1720  | 1       | Y      | Y          | 1     |
| 1                        | Will allow the bonded owner to add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. |       |         |        |            |       |
| 2                        | The damage will be considered magical. Will also cast ONE of the following one time per day: Gale per the Druid's spell OR MIST BRIDGE per the Druid's spell.   |       |         |        |            | Fin   |
| Thief's Black Marble     | 986   | 700   | 1       | Y      | Y          | 1     |
| 1                        | This item will allow the owner to PICK LOCKS per the Thief's ability once per day.  |       |         |        |            |       |
| 2                        | The Owner must supply the lock pick.  |       |         |        |            | Fin   |
| +3 Blade Sharp Stone     | 1351  | 1130  | 1       | Y      | Y          | 1     |
| 1                        | When used by the bonded owner, performs a +3 Blade sharp as per the FT ability, once per day.   |       |         |        |            | Fin   |
| Beating Rings            | 1638  | 5600  | 1       | Y      | Y          | 1     |
| 1                        | Allows the user to throw 8 points no defense as per the knights ability 1/day.  |       |         |        |            | Fin   |
| +5 Sword                 | 3010  | 14400 |         | Y      | Y          | 1     |
| 1                        | When wielded by the bonded owner, this is a +5 sword.   |       |         |        |            | Fin   |
| Sugar Skull Necklace #16 | 3350  | 2765  | 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 perform a Throw as per the MK 5 ability, once per day.   |       |         |        |            |       |
| 3                        | This item will also can cast a 2 point Heal as per the CL 1 spell, once per day.  |       |         |        |            |       |
| 4                        | Finally, the own can perform Speed as per the MKM 7 ability, one time only.   |       |         |        |            | Fin   |



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### PROTECTION

|   | Item ID | Value                     | Per Day       | Magic? | Permanent? | Count |
|---|---------|---------------------------|---------------|--------|------------|-------|
| Tatoo Of Protection   | 1991    | 11820                     |               | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item allows the user to have +5 Armour (category 1) once per day.                    |         |                           |               |        |            |       |
| 2 In addition, this item allows the user to cast 6 points of Healing as per the CL1 spell cast at level 3, six times per day. |         |                           |               |        |            |       |
| <b>Total Value of all items:</b>  |         | <b>98377 + 26637 gold</b> | <b>125014</b> |        |            |       |

## 2 MU Raver

### POINTS

|   | Item ID | Value                  | Per Day     | Magic? | Permanent? | Count |
|---|---------|------------------------|-------------|--------|------------|-------|
| 3 Point Spell Point Generator   | 959     | 1500                   | 1           | Y      | Y          | 2     |
| 1 When invoked by the bonded owner, generates three spell points, once per day. |         |                        |             |        |            |       |
| 2 Point Spell Point Generator   | 960     | 1000                   | 1           | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, generates two spell points, once per day.   |         |                        |             |        |            |       |
| <b>Total Value of all items:</b>  |         | <b>4000 + 190 gold</b> | <b>4190</b> |        |            |       |

## 3 KN Sir Tainly

### DEFENSIVE

|   | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---|---------|-------|---------|--------|------------|-------|
| Aspect of the Beast: Panther, 1xpd  | 2378    | 12780 | 1       | Y      | Y          | 1     |
| 1 When invoked by the bonded owner, this item will allow the user to cast Aspect of the Beast: Panther as per the DR 8 spell, once per day. |         |       |         |        |            |       |
| Life Support  | 2507    | 270   |         | Y      | N          | 1     |
| 1 This item allows the user to perform a Life Support as per the MK 7 ability, one time only.   |         |       |         |        |            |       |
| Tooth of Death, 1xpd  | 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.         |         |       |         |        |            |       |
| Sense I, permanent  | 3151    | 10080 |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this item imbues the owner with permanent Sense I as per the MK 4 ability.                                 |         |       |         |        |            |       |
| Sense II, permanent   | 3152    | 4800  |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this item imbues the owner with permanent Sense II as per the MK 6 ability.                                |         |       |         |        |            |       |
| Dodge Blow, 6xpd  | 3156    | 12000 | 6       | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this item allows the user to perform a Dodge Blow as per the FT 7 ability, six times per day.              |         |       |         |        |            |       |
| Evade, 3xpd   | 3160    | 11200 | 3       | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this item allows the user to perform an Evade as per the MKM 7 ability, three times per day.               |         |       |         |        |            |       |
| +5 Ring Of Protection   | 3168    | 18000 |         | Y      | Y          | 1     |
| 1 When worn by the bonded owner, this ring provides an additional 5 points of protections from all forms of physical damage.                |         |       |         |        |            |       |
| Monk's Immunity To Poison   | 3170    | 500   |         | Y      | N          | 2     |
| 1 When invoked, this item allows the user to perform a Monk's Immunity To Poison as per the MKS 10 ability, one time only.                  |         |       |         |        |            |       |



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## 3 KN Sir Tainly

### DEFENSIVE

|                     | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|---------------------|---------|-------|---------|--------|------------|-------|
| Plant Seek: Vervain | 3171    | 80    |         | Y      | N          | 5     |

1 When invoked, this item allows the user to cast a Plant Seek: Vervain as per the DR 6 spell, one time only. *Fin*

|                    |      |      |   |   |   |   |
|--------------------|------|------|---|---|---|---|
| Battle Fever, 1xpd | 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. *Fin*

### HEALING

|                              | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|------------------------------|---------|-------|---------|--------|------------|-------|
| 6 Points Innate Healing, opd | 1595    | 792   | 1       | Y      | Y          | 1     |

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*

|                       |      |     |   |   |   |    |
|-----------------------|------|-----|---|---|---|----|
| 2 Point Healing, 1xpd | 2313 | 240 | 1 | Y | Y | 10 |
|-----------------------|------|-----|---|---|---|----|

1 When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day. *Fin*

|              |      |     |  |   |   |   |
|--------------|------|-----|--|---|---|---|
| Life Support | 2353 | 270 |  | Y | N | 1 |
|--------------|------|-----|--|---|---|---|

1 When invoked, allows the user to perform a Life Support as per the MK 7 ability, one time only. *Fin*

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

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*

|                         |      |      |   |   |   |   |
|-------------------------|------|------|---|---|---|---|
| 20 Points Healing, 1xpd | 2509 | 2400 | 1 | Y | Y | 5 |
|-------------------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, this item provides 20 points of Healing, once per day. *Fin*

|                     |      |     |   |   |   |   |
|---------------------|------|-----|---|---|---|---|
| Butterfly #12, 1xpd | 3017 | 780 | 1 | Y | Y | 1 |
|---------------------|------|-----|---|---|---|---|

1 When invoked by the bonded owner, this Butterfly will cast 2 points of Healing as per the CL 1 spell, once per day.

2 In addition, it will cast Plant Seek Battleweed as per the DR 5 spell, one time only.

3 In addition, it will cast Plant Seek Vervain as per the DR 5 spell, one time only.

4 In addition, it will cast Plant Seek Sponge as per the DR 5 spell, one time only. *Fin*

### KNOWLEDGE

|                    | Item ID | Value | Per Day | Magic? | Permanent? | Count |
|--------------------|---------|-------|---------|--------|------------|-------|
| Black Mirror, 1xpd | 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 |
|------------------|---------|-------|---------|--------|------------|-------|
| Badge Of Agility | 1521    | 1400  | 1       | Y      | Y          | 1     |

1 When worn by the bonded owner, allows them to successfully perform one physical challenge, once per day.. *Fin*

|                   |      |   |  |   |   |   |
|-------------------|------|---|--|---|---|---|
| Duck Avenger Coin | 2506 | 0 |  | Y | Y | 1 |
|-------------------|------|---|--|---|---|---|

1 This is a coin from the fantastic fabulous fabled furry funny fellow, the Duck Avenger! *Fin*

|                  |      |      |   |   |   |   |
|------------------|------|------|---|---|---|---|
| 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*

|                               |      |   |  |   |   |   |
|-------------------------------|------|---|--|---|---|---|
| Feather - Hero of the Navarro | 3184 | 0 |  | N | N | 1 |
|-------------------------------|------|---|--|---|---|---|

1 This feather indicates that the wearer is a Hero of the Navarro people. *Fin*



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## 3 KN Sir Tainly

### MISC

|   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Yellow Chalice: The Most Interesting</b>   | 3473           | 100          | 1              | Y             | Y                 | 1            |
| 1 This is an Everful Vial of decade old Wine.   |                |              |                |               |                   |              |
| 2 Drinking from this cup makes this person will suddenly feel incredibly confident in themselves and will feel the need to seek out interesting things to do to add to their list of interesting things they have done. |                |              |                |               |                   |              |
| 3 Anyone of good alignment within a 4 foot radius will think the person is the most interesting person in the world   |                |              |                |               |                   | <i>Fin</i>   |
| <b>Spinach of Strength IV</b>   | 3451           | 3530         | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, this item allows the user to perform Knight Strength IV as per the KN 10 ability, once per day.   |                |              |                |               |                   | <i>Fin</i>   |

### OFFENSIVE

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>The Duck Avenger's Cowl</b>   | 2528           | 17400        | 1              | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this cowl provides +5 armour, once per day.   |                |              |                |               |                   |              |
| 2 In addition, the user is able to perform a 20 point Physical attack as per the MK 3 ability performed at 10th level.                     |                |              |                |               |                   |              |
| 3 In addition, the user can make themselves so fearsome that they can cast a Spook as per the MU 2 spell cast at 10th level, once per day. |                |              |                |               |                   |              |
| 4 And finally, the user can perform a Fighter's Blow as per the FT 8 ability, once per day.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>+5 Sword</b>  | 3161           | 14400        |                | Y             | Y                 | 1            |
| 1 When wielded by the bonded owner, this is a +5 magic sword.  |                |              |                |               |                   | <i>Fin</i>   |

### POINTS

|   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>3 Spell Point Generator, 6xpd</b>  | 1596           | 7200         | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, provides 3 spell points, six times per day.   |                |              |                |               |                   | <i>Fin</i>   |
| <b>4 Point Spell Points Generator, 6xpd</b>   | 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. |                |              |                |               |                   | <i>Fin</i>   |
| <b>1 Point Spell Point Generator, 1xpd</b>  | 2677           | 500          | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, this item generates one spell point, once per day.  |                |              |                |               |                   | <i>Fin</i>   |
| <b>5 Courage Points, 6xpd</b>   | 3169           | 12000        | 6              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, this item provides an addition 5 courage points, six timer per day.                       |                |              |                |               |                   | <i>Fin</i>   |

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|                                  |                            |               |
|----------------------------------|----------------------------|---------------|
| <b>Total Value of all items:</b> | <b>162242 + 19984 gold</b> | <b>182226</b> |
|----------------------------------|----------------------------|---------------|

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## 5 MK Zibon

### HEALING

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Ring of 4 Point Heal</b>  | 1226           | 2304         | 6              | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this item provides 4 points of Healing, six time a day. |                |              |                |               |                   | <i>Fin</i>   |
| <b>2 Point Healing Item, 1xpd</b>  | 1459           | 240          | 1              | Y             | Y                 | 10           |
| 1 When invoked by the bonded owner, provides 2 points of Healing, once oer day.          |                |              |                |               |                   | <i>Fin</i>   |

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|                                  |                         |             |
|----------------------------------|-------------------------|-------------|
| <b>Total Value of all items:</b> | <b>4704 + 1624 gold</b> | <b>6328</b> |
|----------------------------------|-------------------------|-------------|

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## 6 CL Trick

### DEFENSIVE

|   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>+3 Ring Of Protection</b>  | 2110           | 9000         |                | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this ring provides 3 points of protection from all forms of physically damaging attacks.             |                |              |                |               |                   | Fin          |
| <b>Ring of Missile Protection</b>   | 1706           | 2000         | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, this item allows the wearer to perform Missile Protection as per the L5 MK ability, once per day. |                |              |                |               |                   | Fin          |
| <b>Phase Out</b>  | 1778           | 195          |                | Y             | N                 | 1            |
| 1 When invoked, will allow the user to cast a Phase Out as per the MU 4 spell, one time only.   |                |              |                |               |                   | Fin          |
| <b>+0 Shield</b>  | 1898           | 90           |                | Y             | Y                 | 1            |
| 1 When wielded by the bonded owner, this is a +0 magic shield.  |                |              |                |               |                   | Fin          |

### HEALING

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Bracer Of Mighty Arms</b>   | 624            | 960          | 12             | Y             | Y                 | 1            |
| 1 Provides 12 x 1 point heals once per day. 6 seconds must pass between each invocation, and each spell takes 6 seconds to cast. |                |              |                |               |                   | Fin          |
| <b>2 Points Healing, 1xpd</b>  | 1576           | 240          | 1              | Y             | Y                 | 6            |
| 1 When invoked by the bonded owner, provides 2 points of Healing as per the CL spell, once per day.                              |                |              |                |               |                   | Fin          |

### KNOWLEDGE

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Complete Book Of Glyphs</b>   | 1516           | 200          |                | N             | Y                 | 1            |
| 1 This book contains all of the known Glyphs: illustrated, and with detailed information regarding each Glyph. |                |              |                |               |                   | Fin          |

### MISC

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Scroll of Mist Servant</b>  | 1691           | 190          |                | Y             | N                 | 1            |
| 1 When invoked, casts a Mist Servant as per the DR spell, one time only. |                |              |                |               |                   | Fin          |
| <b>Scroll of Mend</b>  | 1693           | 40           |                | Y             | N                 | 1            |
| 1 When invoked, casts a Mend as per the MU spell, one time only.         |                |              |                |               |                   | Fin          |

### OFFENSIVE

|   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Chopsticks of Throwing</b>   | 590            | 1200         | 1              | Y             | Y                 | 1            |
| 1 When wielded by the bonded owner, allows the user to cast a Throw, once per day.                        |                |              |                |               |                   | Fin          |
| <b>+1 Sword</b>   | 1520           | 1200         |                | Y             | Y                 | 1            |
| 1 When wielded by the bonded owner, this is a +1 Sword that adds one point to all hand-held melee damage. |                |              |                |               |                   | Fin          |
| <b>Arrow Of Slaying, 10 Points</b>  | 1692           | 110          |                | Y             | N                 | 1            |
| 1 When invoked, casts a Arrow Of Slaying for 10 points as per the RN ability, one time only.              |                |              |                |               |                   | Fin          |

### POINTS

|   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>2 Spell Point Generator, 6xpd</b>  | 1586           | 2400         | 1              | Y             | Y                 | 1            |
| 1 When invoked by the bonded owner, provides 2 spell points, six times per day. |                |              |                |               |                   | Fin          |

---

|                                  |                         |              |
|----------------------------------|-------------------------|--------------|
| <b>Total Value of all items:</b> | <b>19025 + 213 gold</b> | <b>19238</b> |
|----------------------------------|-------------------------|--------------|

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# PC Item Details Report

08-Nov-2018

IFGS ID: 45

## 7 TH Geraldo

### DEFENSIVE

|                   | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|-------------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| +1 Leather Armour | 1111           | 1540         |                | Y             | Y                 | 1            |

1 This item functions as +1 magic Leather armour when worn by the bonded owner. *Fin*

|                                   |      |      |   |   |   |   |
|-----------------------------------|------|------|---|---|---|---|
| Harmonica Of 10 Point Wrath, 1xpd | 2234 | 1050 | 1 | Y | Y | 1 |
|-----------------------------------|------|------|---|---|---|---|

1 Allows the bonded owner to cast a 10 point Wrath as per the CL 5 spell, 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 50 gp per additional point of damage done. *Fin*

### HEALING

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| Item of 2 Point Heal Self, 4 x per day | 1112           | 800          | 4              | Y             | Y                 | 1            |

1 When invoked by the bonded owner, this item provides 2 points of healing, four times per day *Fin*

|                      |      |    |  |   |   |   |
|----------------------|------|----|--|---|---|---|
| 6 Point Healing Item | 1127 | 72 |  | Y | N | 1 |
|----------------------|------|----|--|---|---|---|

1 When invoked, this token will provide 6 points of healing, one time only *Fin*

|   |      |     |  |   |   |   |
|---|------|-----|--|---|---|---|
| 10 Point Healing Item, incremental, Self Only | 1128 | 100 |  | Y | N | 1 |
|---|------|-----|--|---|---|---|

1 When invoked, this token will provide 10 points of healing in increment of 2 points, self only, one time only *Fin*

|                    |      |      |   |   |   |   |
|--------------------|------|------|---|---|---|---|
| Heal 4 Pts, 6x day | 1132 | 2880 | 6 | Y | Y | 1 |
|--------------------|------|------|---|---|---|---|

1 When invoked by the bonded owner, this item provides 4 points of healing, six times per day. *Fin*

|                           |      |     |  |   |   |   |
|---------------------------|------|-----|--|---|---|---|
| Item of Neutralize Poison | 1159 | 100 |  | Y | N | 1 |
|---------------------------|------|-----|--|---|---|---|

1 When invoked, this item will cast Neutralize Poison as per the CL spell, one time only. *Fin*

|                              |      |    |  |   |   |   |
|------------------------------|------|----|--|---|---|---|
| Pumpkin Seed of 6 Point heal | 1255 | 60 |  | Y | N | 5 |
|------------------------------|------|----|--|---|---|---|

1 When invoked, provides 6 points of healing to the specified target, one time only. *Fin*

### KNOWLEDGE

|                  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|------------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| Major Lore, 1xpd | 3422           | 800          | 1              | Y             | Y                 | 1            |

1 When used by the bonded owner, this item allows the user to perform a Major Lore as per the MK 3 ability, once per day ~ OR ~ *Fin*

### MISC

|            | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| Magic Rope | 1133           | 100          |                | Y             | Y                 | 1            |

1 When used by the bonded owner, this is magic rope. *Fin*

|              |      |     |  |   |   |   |
|--------------|------|-----|--|---|---|---|
| Everfull Oil | 1134 | 100 |  | Y | Y | 1 |
|--------------|------|-----|--|---|---|---|

1 When used by the bonded owner, this vial can generate one cup of oil, every 5 seconds. *Fin*

|               |      |     |  |   |   |   |
|---------------|------|-----|--|---|---|---|
| Everfull Acid | 1135 | 100 |  | Y | Y | 1 |
|---------------|------|-----|--|---|---|---|

1 When used by the bonded owner, this vial can generate one dose of acid, every 5 seconds. *Fin*

|                |      |     |  |   |   |   |
|----------------|------|-----|--|---|---|---|
| Everfull Water | 1136 | 100 |  | Y | Y | 1 |
|----------------|------|-----|--|---|---|---|

1 When used by the bonded owner, this vial can generate one cup of drinkable water, every 5 seconds. This is NOT the same as the DR spell Spring Water. *Fin*

|                        |      |    |  |   |   |   |
|------------------------|------|----|--|---|---|---|
| Item of Thieve's Touch | 1160 | 70 |  | Y | N | 2 |
|------------------------|------|----|--|---|---|---|

1 When invoked, this item will allow the user to perform a Thieves Touch as per the TH SAS, one time only. *Fin*



# PC Item Details Report

08-Nov-2018

IFGS ID: 45

## 7 TH Geraldo

### MISC

|             | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|-------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| 1" Lockpick | 2107           | 1600         |                | N             | Y                 | 1            |

1 This is a 1" lockpick. *Fin*

|                        |      |     |   |   |   |   |
|------------------------|------|-----|---|---|---|---|
| Coldfire Lantern, 1xpd | 2273 | 400 | 1 | Y | Y | 1 |
|------------------------|------|-----|---|---|---|---|

1 This brass lantern uses a luminous powder to provide light equal to that of a torch. The lantern is cool to the touch at all times, and will not ignite any material, no matter how volatile. It is sealed so that neither wind nor water will extinguish it. Shaking the lantern vigorously will produce a somewhat brighter light for a time. The lantern has a chamber for a measure of flare oil. Provide cool, non-flaming light at all times, plus Faery Lights once per day. *Fin*

|                          |      |     |   |   |   |   |
|--------------------------|------|-----|---|---|---|---|
| Item of Strength I, 1xpd | 2278 | 890 | 1 | Y | Y | 1 |
|--------------------------|------|-----|---|---|---|---|

1 When invoked by the bonded owner, this item allows the user to perform a Strength I as per the KN 1 ability, once per day. *Fin*

### OFFENSIVE

|               | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| Ring of Chaos | 1129           | 1200         |                | Y             | Y                 | 1            |

1 When worn by the bonded owner, this ring adds one point to all forms of hand-held melee damage. *Fin*

2 This item may only be worn by person who are of a Chaotic or Evil nature.

3 Only when in the land of Soverignica, it will also add +1 to your armour. *Fin*

|           |      |     |  |   |   |   |
|-----------|------|-----|--|---|---|---|
| Flare Oil | 2274 | 150 |  | Y | N | 1 |
|-----------|------|-----|--|---|---|---|

1 Flare Oil reacts violently with the powder used in a coldfire lantern, producing a ray of intense light. This reaction completely consumes both oil and powder, so each measure of oil is sold with a packet of replacement powder. May only be used with the

2 coldfire lantern. When the Flare Oil is used, it creates a Lightbeam: Sunbeam as per the DR 8 spell, one time only. (30 points of damage and a 5 second Knockdown to an undead creature.) *Fin*

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**Total Value of all items:            12422 + 2025 gold            14447**

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## 8 RN Bowie

### DEFENSIVE

|                          | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--------------------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| Sigil of Code Protection | 1895           | 300          |                | Y             | Y                 | 1            |

1 When worn by the bonded owner, this sigil protects the owner from having their code stolen by Code Eaters. *Fin*

|              |      |     |  |   |   |   |
|--------------|------|-----|--|---|---|---|
| +0 Chainmail | 1977 | 400 |  | Y | Y | 1 |
|--------------|------|-----|--|---|---|---|

1 When worn by the bonded owner, this is +0 magic chainmail. *Fin*

|                          |      |     |  |   |   |   |
|--------------------------|------|-----|--|---|---|---|
| Magic +0 Resizing Shield | 2420 | 340 |  | Y | Y | 1 |
|--------------------------|------|-----|--|---|---|---|

1 When used by the bonded owner, this is a +0 magic shield. *Fin*

2 This shield has the ability to resize itself when out of combat, once every 5 seconds. *Fin*

|                       |      |      |   |   |   |   |
|-----------------------|------|------|---|---|---|---|
| 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. *Fin*

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. *Fin*

2 It may be upgraded in increments of 3 up to 30 points total for a cost of 200 gold per point. *Fin*

|                       |    |      |  |   |   |   |
|-----------------------|----|------|--|---|---|---|
| +2 Ring of Protection | 44 | 4500 |  | Y | Y | 1 |
|-----------------------|----|------|--|---|---|---|

1 When worn by the bonded owner, this is a +2 Ring of Protection, which provides two points of armor against all forms of physical attack. *Fin*

### HEALING

|                       | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|-----------------------|----------------|--------------|----------------|---------------|-------------------|--------------|
| 2 Point Healing, 1xpd | 2055           | 240          | 1              | Y             | Y                 | 10           |

1 When invoked by the bonded owner, this item will cast 2 points of healing as per the CL 1 spell, once per day. *Fin*





# PC Item Details Report

08-Nov-2018

IFGS ID: 45

## 8 RN Bowie

### HEALING

|                                 | <i>Item ID</i>  | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|---------------------------------|---|--------------|----------------|---------------|-------------------|--------------|
| <b>Spoon of The Fourfathers</b> | 3436  | 3700         | 1              | Y             | Y                 | 1            |
| 1                               | When used by the bonded owner, this spoon will allow the user to perform a Neutralize Posion, including Red Death as per the TH 10 ability, once per day. |              |                |               |                   |              |
| 2                               | If the user is below level 8 then the spoon will instead allow the user to cast Neutralize Poison as per the CL 4 spell, once per day.                    |              |                |               |                   |              |
| 3                               | In addition, the item will provide 10 points of Healing as per the CL 1 spell cast at level 5, once per day.  |              |                |               |                   | <i>Fin</i>   |

### KNOWLEDGE

|                                    | <i>Item ID</i>   | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|------------------------------------|--|--------------|----------------|---------------|-------------------|--------------|
| <b>The Fourfathers Gift Of Gab</b> | 3450   | 3600         |                | Y             | Y                 | 1            |
| 1                                  | When invoked by the bonded owner, this item allows the user to cast Converse as per the CL 5 spell, once every five seconds.   |              |                |               |                   | <i>Fin</i>   |
| <b>Spirit Owl Familiar 3</b>       | 3475   | 3400         | 1              | Y             | Y                 | 1            |
| 1                                  | When interacting with the bonded owner, this is a Spirit Owl familiar.   |              |                |               |                   |              |
| 2                                  | This Familiar can Speak to Winds for one question as per the DR 6 spell, once per day.   |              |                |               |                   |              |
| 3                                  | This familiar can Foresee as per the CL 2 spell, once per day.   |              |                |               |                   |              |
| 4                                  | This Familiar can Scout as per the rules on Familiar Scouting once per day. This ability is currently inactive. This ability may be activated at a cost of 1800 gp.              |              |                |               |                   |              |
| 5                                  | This Familiar can perform an Intuit Code as per the TH 4 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 1400 gp.          |              |                |               |                   |              |
| 6                                  | This Familiar can perform a Major Lore as per the MK 3 ability, once per day. This ability is currently inactive. This ability may be activated at a cost of 800 gp.             |              |                |               |                   |              |
| 7                                  | This Familiar can cast True Sight as per the MU 7 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 1400 gp.                   |              |                |               |                   |              |
| 8                                  | This Familiar can cast Reveal Supernatural Creatures as per the CL 1 spell, once per day. This ability is currently inactive. This ability may be activated at a cost of 400 gp. |              |                |               |                   | <i>Fin</i>   |

### MISC

|                                   | <i>Item ID</i>  | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|-----------------------------------|---|--------------|----------------|---------------|-------------------|--------------|
| <b>Drickster Dust, 1xpd</b>       | 2678  | 1500         | 1              | Y             | Y                 | 1            |
| 1                                 | When invoked by the bonded owner, this item will ast 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.                                  |              |                |               |                   |              |
| <b>Green Leaf of Druid Skills</b> | 2687  | 503          |                | Y             | N                 | 1            |
| 1                                 | When invoked by the bonded owner, this item allows the user to cast +2 Elemental Damage ICE per the DR 3 spell, one time only |              |                |               |                   |              |
| 2                                 | In addition, the user can cast Rock to Mud as per the DR 6 spell, one time only.  |              |                |               |                   |              |
| 3                                 | In addition, the user can cast Mist Bridge as per the DR 6 spell, one time only.  |              |                |               |                   |              |
| 4                                 | In addition, the user can cast Mist Servant as per the DR 7 spell, one time only.   |              |                |               |                   | <i>Fin</i>   |
| <b>Baby Fairy Dragon, 1xpd</b>    | 3015  | 1280         | 1              | Y             | Y                 | 1            |
| 1                                 | When invoked by the bonded owner, this baby 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                                 | The Dragon can also case a Forsee as per the CL 2 spell, once per day.  |              |                |               |                   | <i>Fin</i>   |

### OFFENSIVE

|  | <i>Item ID</i>   | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|--|--------------|----------------|---------------|-------------------|--------------|
| <b>Token of Make Arrows, unlimited</b> | 2108   | 900          |                | Y             | Y                 | 1            |
| 1                                      | When invoked by the bonded owner, this item allows them to Make Arrow as per the RN 2 ability, once every 5 seconds. |              |                |               |                   | <i>Fin</i>   |
| <b>+1 Bow</b>                          | 2109   | 1200         |                | Y             | Y                 | 1            |
| 1                                      | When used by the bonded owner, this is a +1 magic bow.   |              |                |               |                   | <i>Fin</i>   |
| <b>Seaweed of the Mighty Sailor</b>    | 2162   | 63           |                | Y             | N                 | 1            |
| 1                                      | When consumed, the user will grow exceptionally strong as if they had received a Strong-Arm +2, one time only.       |              |                |               |                   | <i>Fin</i>   |



# PC Item Details Report

08-Nov-2018

IFGS ID: 45

## 8 RN Bowie

### OFFENSIVE

|  | <i>Item ID</i> | <i>Value</i> | <i>Per Day</i> | <i>Magic?</i> | <i>Permanent?</i> | <i>Count</i> |
|--|----------------|--------------|----------------|---------------|-------------------|--------------|
| <b>Bracer Of Elemental Damage +2, 1xpd</b>   | 2421           | 1210         | 1              | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this bracelet allows the user to cast Elemental Damage +2, user's choice of element, as per the DR 3 spell, once per day. |                |              |                |               |                   | <i>Fin</i>   |
| <b>Harken s Charm of Archery, 1xpd</b>   | 2608           | 2200         | 1              | Y             | Y                 | 1            |
| 1 When worn by the bonded owner, this bracelet will allow the user to create an Arrow Of Slaying, +10 as per the RN 5 ability, once per day.               |                |              |                |               |                   | <i>Fin</i>   |

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**Total Value of all items: 30736 + 6242 gold 36978**

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