



PC Item Details Report

05-May-2024

IFGS ID: 45

1 FT Kurt von Tempest

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Shield	1065	400		Y	Y	1

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

Celestial's Ring: Dodge Blow + 9 pts Elemental Protection, 1x 1

- 1 User is allowed one dodge blow a day.
- 2 Upon use of dodge blow, gain 9 points of elemental protection, user's choice of element.
- 3 This item can only be used in future "Shadow" games by David Wood or in future Triad games by game design. Fin

+1 Permanent Life Point 1

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

+5 Plate 1

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

Evade, 1xpd 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

Sugar Skull Necklace #12 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
Bracer Of Instant Arms	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

20 Points of Healing, once per day 1

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

Scroll of Neutralize Poison (once) 1

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

6 Points of Healing, self only, once per day 2

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

Major Bracer Of Titan Arms 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 spell, 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
Tattoo Of Protection	1991	11820		Y	Y	1

- When invoked by the bonded owner, this item allows the user to have +5 Armour (category 1) once per day.
- 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.

Total Value of all items: 98377+26637 gold 125014

2 MU Raver

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Point Spell Point Generator	959	1500	1	Y	Y	2

- When invoked by the bonded owner, generates three spell points, once per day.

2 Point Spell Point Generator	960	1000	1	Y	Y	1
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- When invoked by the bonded owner, generates two spell points, once per day.

Total Value of all items: 4000+190 gold 4190

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

- 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
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- 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
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- 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
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- 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
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- 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
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- 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
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- 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
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- 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
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- 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
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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*

Second Chance: Evade, 1xpd	3606	4000	1	Y	Y	2
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1 When invoked by the bonded owner, this item allows the user to perform an Evade as per the MMK 7 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
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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
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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
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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*

20 Points Healing, 1xpd	2509	2400	1	Y	Y	5
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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
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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
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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
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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*



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3 KN Sir Tainly

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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*

Yellow Chalice: The Most Interesting	3473	100	1	Y	Y	1
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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 *Fin*

Spinach of Strength IV	3451	3530	1	Y	Y	1
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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. *Fin*

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Duck Avenger's Cowl	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. *Fin*

+5 Sword	3161	14400		Y	Y	1
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1 When wielded by the bonded owner, this is a +5 magic sword. *Fin*

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
3 Spell Point Generator, 6xpd	1596	7200	1	Y	Y	1

1 When invoked by the bonded owner, provides 3 spell points, six times per day. *Fin*

4 Point Spell Points Generator, 6xpd	2399	9600	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides 4 spell, ability, courage, monk, or renewal points, six times per day. *Fin*

1 Point Spell Point Generator, 1xpd	2677	500	1	Y	Y	1
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1 When invoked by the bonded owner, this item generates one spell point, once per day. *Fin*

5 Courage Points, 6xpd	3169	12000	6	Y	Y	1
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1 When invoked by the bonded owner, this item provides an addition 5 courage points, six timer per day. *Fin*

Total Value of all items:	170242+34724 gold	204966
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5 MK Zibon

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of 4 Point Heal	1226	2304	6	Y	Y	1

1 When worn by the bonded owner, this item provides 4 points of Healing, six time a day. *Fin*

2 Point Healing Item, 1xpd	1459	240	1	Y	Y	10
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1 When invoked by the bonded owner, provides 2 points of Healing, once oer day. *Fin*

Total Value of all items:	4704+1624 gold	6328
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6 CL Trick

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+3 Ring Of Protection	2110	9000		Y	Y	1
1 When worn by the bonded owner, this ring provides 3 points of prtction from all forms of physically damaging attacks.						Fin
Ring of Missile Protection	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
Phase Out	1778	195		Y	N	1
1 When invoked, will allow the use to cast a Phase Out as per the MU 4 spell, one time only.						Fin
+0 Shield	1898	90		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic shield.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracer Of Mighty Arms	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
2 Points Healing, 1xpd	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

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

MISC

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

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chopsticks of Throwing	590	1200	1	Y	Y	1
1 When wielded by the bonded owner, allows the user to cast a Throw, once per day.						Fin
+1 Sword	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
Arrow Of Slaying, 10 Points	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

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

Total Value of all items:	19025+213 gold	19238
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7 TH Geraldo

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+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

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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 Thief'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



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7 TH Geraldo

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1" Lockpick	2107	1600		N	Y	1

1 This is a 1" lockpick. Fin

Coldfire Lantern, 1xpd	2273	400	1	Y	Y	1
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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
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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

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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.
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
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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

Total Value of all items:	12422+2025 gold	14447
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8 RN Bowie

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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
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1 When worn by the bonded owner, this is +0 magic chainmail. Fin

Magic +0 Resizing Shield	2420	340		Y	Y	1
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1 When used by the bonded owner, this is a +0 magic shield.
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
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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
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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

+2 Ring of Protection	44	4500		Y	Y	1
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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

The Nihilists Conundrum: Life Support, 1xpd	3602	2700	1	Y	Y	1
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1 When invoked by the bonded owner, this item allows the user to perform Life Support as per the SMK 8 ability, once per day. Fin



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8 RN Bowie

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
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

Spoon of The Fourfathers	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.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
The Fourfathers Gift Of Gab	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.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Drickster Dust, 1xpd	2678	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will 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.						

Green Leaf of Druid Skills	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.						Fin

Baby Fairy Dragon, 1xpd	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.						Fin

Spirit Owl Familiar 3	3475	5080	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 cast an Insect Bane as per the DR 3 spell, once per day.						
5 This Familiar can perform a Major Lore as per the MK 3 ability, once per day.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Token of Make Arrows, unlimited	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.						Fin

+1 Bow	2109	1200		Y	Y	1
1 When used by the bonded owner, this is a +1 magic bow.						Fin

Seaweed of the Mighty Sailor	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.						Fin

Bracer Of Elemental Damage +2, 1xpd	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.						Fin



PC Item Details Report

05-May-2024

IFGS ID: 45

8 RN Bowie

OFFENSIVE

		Item ID	Value	Per Day	Magic?	Permanent?	Count
	Harken s Charm of Archery, 1xpd	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.						Fin

Total Value of all items:	35116+15842 gold	50958
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